

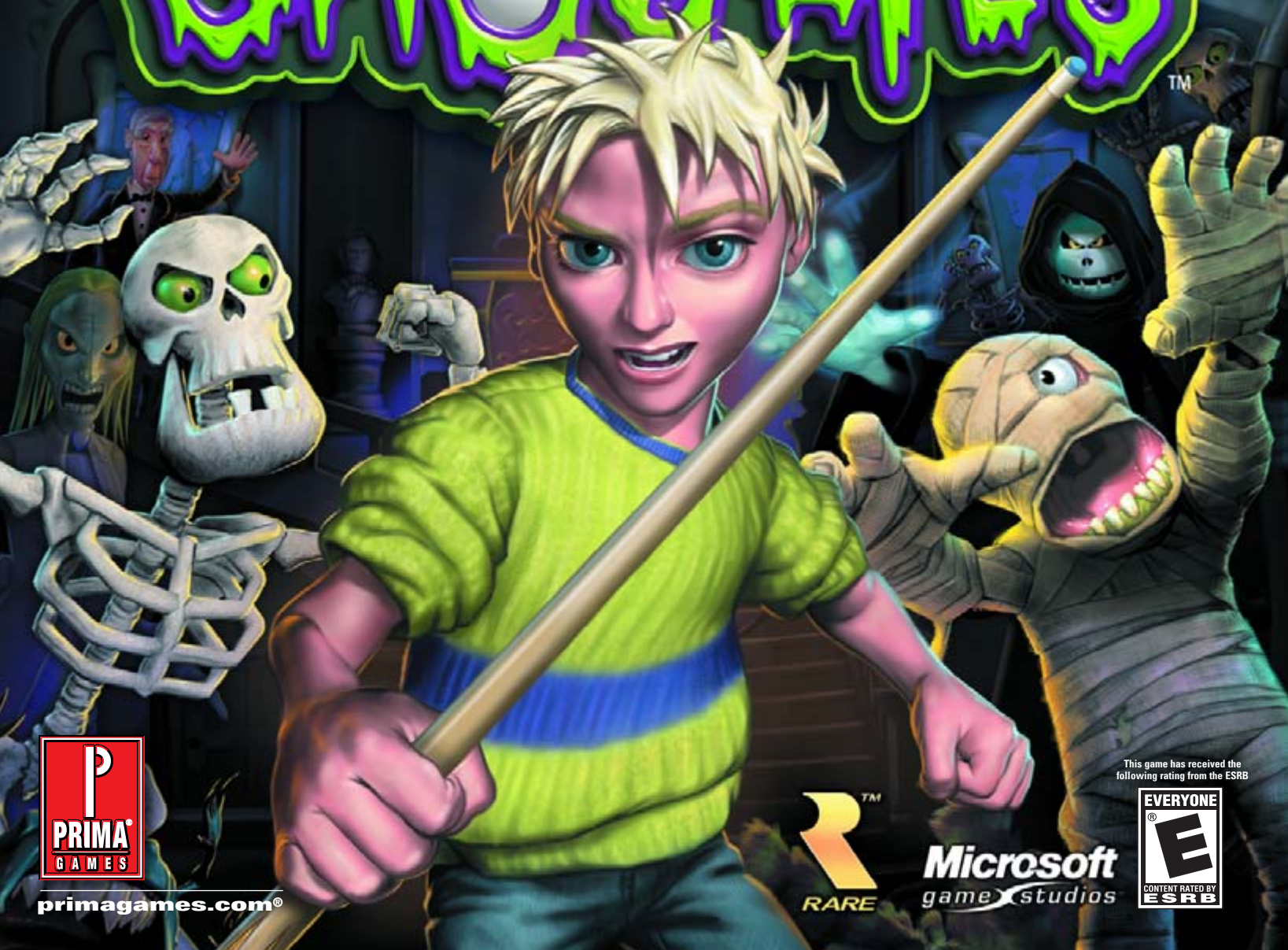
PRIMA'S OFFICIAL



STRATEGY GUIDE

ALL 100 RARE BONUS  
BOOKS REVEALED!

# GRABBED BY THE GHOULIES



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# GRABBED BY THE GHOULIES™



## Prima's Official Strategy Guide

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A Division of Random House, Inc.

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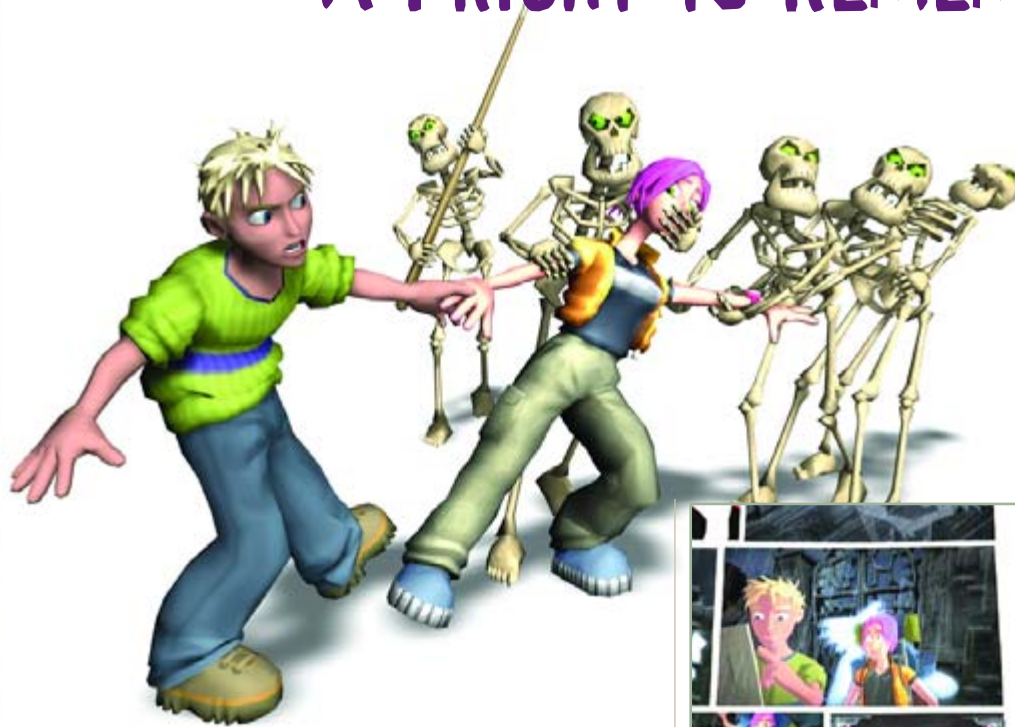
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# INTRODUCTION: A FRIGHT TO REMEMBER!



At the front of the house, Cooper slowly pushes open the ornate wooden door and peers around before striding into a large hallway. The door slams behind him, held firmly closed by bramble tentacles. What are those red eyes and "eep-ing" Cooper sees and hears?



The eyes recede into the darkness, and in steps an older gentleman clad in a butler's uniform, inquiring about the noise. When the lights go on, the floor is covered with tiny purple Imps! Whaaagh! It's the Ghoulies! Cooper certainly doesn't want to be grabbed by them!



The butler hopes the magenta-colored fiends leave the boy alone, but he's certainly not going to jeopardize his safety to help Cooper. He backs up to a side door and disappears, leaving Cooper alone to deal with the Imps. They're coming closer!



As a wolf howls in the distance, two figures can be seen wheezing and puffing up the road. It's Cooper and his friend, Amber. Cooper knows he should have taken a right turn back there, and now he's lost. What's more, a storm is coming. They need shelter, and fast! How about inside that old house? You know, the one behind that huge, sinister gate?



Inside the mansion, a strange, gaunt figure stands waiting...and then starts playing a game of "planes!" "That's right, my pretties, come in and say hello!" he remarks after spotting them. Meanwhile, Cooper stands by the sign to Ghoulsville in the Gloom, the next town over. If the storm clouds weren't so menacing, they'd try a dash to town. Big ominous mansions are always full of creeps, or worse.



Up in the Baron's room, the flight-suited freak takes offense to this, turning his backdrop red with rage. A lesson in manners is required. The two hikers must be taken into Ghouhaven Hall, even if by force. Two gargoyles atop the gate suddenly burst into life, and drag Amber away! "Hey, get your hands off her!" Cooper yells.



The Baron is most pleased; while the girl is secured, the boy will test the mansion's mad collection of malcontents while the Baron mulls over his machinations! The Baron makes arrangements for Amber and Cooper. "Make sure they're most unwelcome!" he cries, and laughs manically.





# GHOULIE PATROL: TRAINING

## How to Use This Guide



Welcome to *Grabbed By the Ghoulies* Prima's Official Strategy Guide, the only source you need to take Cooper from halfwit hiker to master of the mansion. Inside is complete information on every room, Ghoulie, and secret. But for now, a word of warning....

## Caution! Spoilers Ahead



You want to know all the secrets of Ghoullhaven Hall? You've come to the right place, my friend! But if you don't want to see all the Ghoulies, rooms, and secrets this game has to offer, be careful when turning the pages. Look only at parts of the guide that have information you want to know. You have been warned!

## Guide at a Glance



You can learn all of Cooper's moves and some tactics for staying fright-free through the adventure. We provide revelations about weapons you can use, tactics for completing the game's wide variety of Challenges, and tips on rescuing prisoners and locating Rare Bonus Books.



Want to know what exactly is haunting Ghoullhaven Hall? Look no farther than this big bad bestiary, jam-packed with the dozens of Ghoulies you encounter, and loaded with information on the Baron, Cooper, Amber, and those who help you on your quest. We also tell you how to take down all the pesky Ghoulies in the game.



The bulk of the guide is a meticulous walkthrough detailing all 100 rooms you move through in your adventure. The walkthrough reveals all the Rare Bonus Books and Rare-developed Easter Eggs, contains a full map of the mansion and surrounding areas, and even has a difficulty ranking for each room.



Finally, for those who want to know all the game's secrets, we run through the 21 unlockable Bonus Challenges you can play in addition to the main quest, then offer three Appendices. Check out the 20 pages of art in the Gallery, leaf through the hidden surprises of the Rare and Microsoft intro books, and finally, take a peek at a handy checklist of all 100 Rare Bonus Books in the game!

## Fighting Those Fiends!



Thoroughly read and digest the information in the instruction manual. When you're done, come back here.

### NOTE

This guide uses the terms "Ghoulies" and "Ghoulie" a lot. What do they mean? A Ghoulie is a monster of any kind inhabiting Ghoullhaven Hall or its environs. Ghoulies are multiple monsters, of any type, in the service of Baron von Ghoul. So now you know!

## Maneuvers

### Idle Hands Make Cooper Work

Before we show off Cooper's techniques, here's a cool little feature you may miss during the game—Cooper's idling animations. Both Cooper and Amber (you can control her later if you meet certain conditions) perform several maneuvers if you leave them alone in a room for a couple of minutes.





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**The Fright:** Startled by a noise, they look left and right over their shoulder.



**The Stretch:** Interlocking fingers, they stretch their arms straight out and up.



**The Earwax Search:** Mining for earwax, they wiggle their finger, look at the contents, then eat it!



**The Nose Pick:** How pleasant! Nose Goblins are extricated, viewed, and then flicked, wiped on a sweater, or eaten!



**The Butt Scratch:** After quickly looking left and right to make sure no one's looking, they "re-align" the posterior of their pants.



**The Menacing Stance:** Swaggering forward with hands on hips, they survey the scenery with fierce determination.



**The Uppercut:** A spot of shadowboxing, punching left and right, then executing an uppercut.



**The Elbow:** A second spot of shadowboxing, this time including a few elbows.



**The Punching:** A third group of punches, this time without the uppercut, designed to scare off Ghoulies.

## Cooper Combat: Attacks



### Punching and Kicking

Cooper isn't your usual action hero! He can kick! And punch! And elbow! And knee! Use **Ⓐ**, not the four color buttons. Use **Ⓕ** to move around, and as soon as you want to engage in combat with a Ghoulie, press **Ⓐ** in the direction you wish to attack. Cooper automatically chooses the best strike; a punch to man-sized Ghoulies or larger, and a kick to smaller foes.



### Elbowing and Kneeing

What about flattening Ghoulies, then? Instead of tapping **Ⓐ** in the direction of the Ghoulie, press and hold **Ⓐ**, and Cooper entertains you with four or five strikes. Let go, and your enemy is dizzy. Keep holding **Ⓐ** and Cooper launches a nasty flying elbow or knee, and slams the foe into the ground. This is an important final attack because it can scatter foes around you. Use it if you're being swamped. Make sure you employ a finishing maneuver to defeat a stunned Ghoulie; otherwise you will just keep stunning it.



### Single and Multi-Hits

For a single hit, tap **Ⓐ** once. This is good when you want to dizzy an opponent with a few hits, then adjust your direction and attack again to smack a foe where you want him to land, such as into a fire or against a wall so he's easily hit again. For multiple hits, hold **Ⓐ** and steer Cooper with **Ⓕ** until you're happy with the combat results. Ease off **Ⓐ** when you want to retreat. Finally, if you're attacked from behind and you don't want to turn Cooper, point **Ⓐ** to the rear of Cooper and he starts elbowing the enemy.



### Combos and Putting It All Together

A combo is easy to pull off; press **Ⓐ** until your enemy is defeated. Elbow him into the ground, keep pressing **Ⓐ**, and you leap on your victim again! And again! And again in a chain of impressive, enemy-scattering ground attacks! This is a combo, which allows you to thoroughly punish an enemy. You can even steer your elbow-pounding attacks to another enemy nearby to continue the combo. Groovy!



### Attacking Multiple Foes



Uh-oh! Are you in a room full of foes? Pick out a straggler near you and punch him with **Ⓐ**. Steer with **Ⓐ** or the camera (**Ⓐ** and **Ⓐ**) until he is dizzy, then stop and attack other threats nearby. Or, continue with your initial pummeling until Cooper tries a flying elbow into the ground. This clears the immediate area, letting you finish off the foe or attack another. If you're grabbed or incapacitated, wrestle the **Ⓐ** in a clockwise motion until you're free. This is a key tactic when you are stunned. It is important to avoid the follow-up hit by a Mummy.

### A Roving Eye: Movement



Walking and Running

Use **Ⓐ** to maneuver Cooper. How far you press **Ⓐ** determines how fast Cooper moves. You run most of the time. To make Cooper backtrack immediately (if you see a scary Ghoulie), press in the opposite direction. Press gradually if you want Cooper to walk.



Steering

This is an advanced technique, once you've familiarized yourself with the camera moves (**Ⓐ** and **Ⓐ**). Instead of using **Ⓐ** to move Cooper, use **Ⓐ** to change directions, and swing **Ⓐ** and **Ⓐ** around, keeping the camera on Cooper's back. Learn this technique, and you're never again surprised around a corner. Your combat is cleaner, too. Pull both triggers to center the camera behind Cooper.



Circling

Press **Ⓐ** (or another diagonal direction) to circle an enemy. Is a Spider attacking you from the air? Circle around it so it misses you. This is a good way to maneuver around the Reaper's finger, steer around corners, and dodge the enemy's strikes. Use it!



Dodging

For the final, all-encompassing dodge move, flick your **Ⓐ** thumbstick in the opposite direction when a Ghoulie menaces you. If a Mummy attacks you with a scepter, for example, step back so that the scepter misses. Move back or to the side and dodge your way out of a bruising.

### Scenic Interaction

Aside from items that can be used as weapons, you need to be aware of two specific items of scenery: doors and furniture.

### Three Doors Down



The mansion has three types of doors. The first is unlocked or open. Move into these doors

when you want to leave the room you're in. You always choose the correct exit—only one door is open.



A door with a giant "?" on it is a Challenge door. You must complete a Challenge to unlock the door. Sometimes the door is like this when you enter a room; other times the "?" appears after Cooper does something and a Challenge begins. Until you're done, the door is firmly locked.



The third door type is the sealed door. These doors cannot be entered; they are covered in vining brambles. If you hit them, they damage you. After a Challenge, ignore these door types. Before a Challenge, however, there's a chance one of these doors may lose its brambles and turn into one of the other two door types.



Doors can be of different shapes, and some doors have scary skull-headed surrounds. One of the doors on the balcony of the Grand Hallway is sealed with scary purple vines instead of green—clearly, an especially evil place. Watch out!

### A Smashing Time



Unless you're told not to, batter every single piece of furniture to find cool Soupswill Power Ups, extra weapons, and even items you need to escape a locked room. You also can add to the Baron's repair costs—that'll teach him for kidnapping Cooper and Amber!

### Extra Weapons!



You've learned how to punch, kick, elbow, and otherwise pick off the Ghoulies with your fists and feet, but you can also pick up items and weapons to get the job done. We list them all here, with information on when to use them.

### Permanent Weapons

#### Candle Light, Candle Fight!



Crivens hands you a Candle on a couple of occasions to dispatch enemies that can be harmed only by fire. We're talking Ancient and Cursed Mummies here. This Candle acts as an extension of your arm, so use the tactics you'd use for melee combat. Watch the energy meter; you don't want to be left in the dark.



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Water Squirter Wash-out!



The water squirter, given out by Fiddlesworth, is the property of Little Willy Fiddlesworth. Use the sacred water inside to take out any Zombie. It must strike the Zombie, and you can squirt it in a constant stream or fire it in bursts. It has been known to work on Pirates too, but not Skeletons. Only rotting folk need to be blasted!

## Ol' Edna Garlic Shooter!



Ol' Edna is handed to you by Fiddlesworth and fires garlic bulbs. These take care of troublesome Vampires (both regular and chicken-based). It damages all enemies, but not as much as the damage Vampires take.

## Fire Away With the Extinguisher!



Ma Soupswill and her pal Mr. Ribs both hand you the Fire Extinguisher during your adventure. Use it with one purpose in mind—ridding a room of Fire Imps. It creates a cloud of flame-retardant foam and takes out the Imps with alacrity, but it doesn't affect other enemies. Bash Spiders instead.

## The Soda Can Shooter!



A green, multi-can launcher in the care of Babs Buffbrass is the weapon of choice for taking out any enemy. It splashes an explosion of carbonated soda that takes out Imps, Zombies, and even Skeletons! The explosion (area of affect) inflicts damage. This is a great weapon, and it's a sad day in Ghouhaven when you have to give it back.

## Fire it Up!



It's not a weapon specifically, but another great way to rid yourself of enemies that you cannot otherwise defeat is to line them up in front of a fire, then smack them into the flames. This is best for Mummies and Vampire Chickens, but it dispatches any foe.

## Temporary Weapons: House Items

In addition to weapons that you're given, you also have access to five types of temporary weapons called items. These are bits and pieces scattered through the mansion and let you vary your attacks. In a Challenge, you sometimes have to use these weapons in place of fists and feet.

Try them all out; they're great fun to bash Ghoulies with. However, if a Ghoulie knocks you down while you're carrying a temporary weapon, it is destroyed. Those pesky Ghoulies!

### Large, One-Hit Objects



A cake. A bag of grain. A plum pudding. A plant pot. These are examples of large objects you can pick up and throw at the enemy. You have one shot, after which the item explodes. Aim well with this one-hit object, and when the item explodes after knocking Ghoulies off their feet, the shock-wave hits several Ghoulies in a circle near the detonation point. Throw at a line of Ghoulies for best results.

### Medium-Sized, Three-Hit Objects



A frozen swordfish. A guitar. A broom. A chair. These are examples of medium-sized items you can grab and brandish in melee combat instead of your feet and fists. These items have three hits, meaning you can strike Ghoulies with them three times before they shatter. They do break apart a little after each hit, so it becomes increasingly more difficult to connect with them. Drop the item with **Q**, and remember that hitting scenery also breaks these items. Use these items in a sweeping move that can strike up to seven Ghoulies.

### Small, Six-Hit Throwing Objects



A pile of bottles. A group of hamburgers. A half-dozen eggs. Groups of small objects collected together make great projectiles, and you can throw up to six of them before you run out. Use them to take out enemies from a distance, or to waylay enemies as you retreat. Throwing three in a row is sometimes enough to knock a foe down (but not out). For accuracy, adjust your position after every throw.



## Special, Multi-Hit Objects



The billiard table. The garbage bin. The bathtub. These special objects are too heavy to lift but can be dragged around in a circle in the central area of the room. This sweep breaks apart up to 12 enemies, but you can use it only once. After the move, the object breaks and becomes unusable, so time your attack carefully. When the most enemies are on the screen, break out the massive rotating smashing device!

## A Bit of 'Armless Fun!



The final, rather revolting weapon you can carry is a Zombie arm. You find these lying around, or just after a Zombie runs up to you and attempts a whirling uppercut. Step back and the arm flies off, landing at the Zombie's feet. While the undead fool looks bewildered, pick up the item and use it as a three-hit melee weapon. It has all the benefits of this type of attack, plus using it prevents the Zombie from reattaching the arm and attacking with it again. Gross, but fun!

## Zombie Pirate's Cutlass

You can use a Zombie Pirate's cutlass as a one-hit object. The Zombie Pirate puts his cutlass down when he throws a treasure chest. This is your opportunity to grab the cutlass and use it against Zombie Pirates for extra damage.

# The Challenges Await!



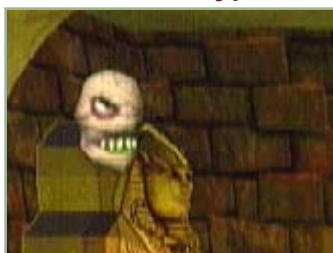
Your main goal is to complete a Challenge in most rooms. Those pesky signs in the top-left corner of your screen are Challenges, and almost every room has one. Below are all the Challenges you can expect, and advice on what to do when you're faced with each type.

## No Challenge!



If nothing appears in the top-left part of the screen, run toward an open exit door, even if Ghoulies lurk nearby. Don't forget the Rare Bonus Book! Be forewarned: You may have yet to activate the Challenge!

## One Ghoulie Type



If a picture of a Ghoulie head appears without a number next to it, you must find and dispatch every Ghoulie of this type in the room. Avoid other Ghoulie types if you wish. If the Challenge doesn't end but you can't see any of the target Ghoulies left in the room, check the furniture.

## Defeat All



If the "RIP" gravestone appears without a number next to it, you must search out every Ghoulie of any type and defeat it, using any attack you wish. Attack any you see, and if that doesn't complete the Challenge, smash the surrounding scenery to find hiding Ghoulies.

## Find the Key



A gold key alone in the top-left corner means the exit door is locked. The key to unlock it is hidden in a piece of furniture or scenery in the room. The key is hidden at random, and sometimes a Ghoulie lurks in a piece of furniture instead of the key. Smash furniture bearing the Rare logo; these hold the key.

## Find the Ghoulie Key



If the gold key appears in front of a black ghostly shape, the exit door is locked, and the key to unlock it is inside a Ghoulie. The Ghoulie may be visible, or hidden in scenery. You can tell if a Ghoulie holds a key, because it backs away from you and flashes gold. Chase that Ghoulie!

## No Weapons



If the picture of Cooper's fist appears, you cannot use weapons or items, not even swinging billiard tables, to help you out. Engage the enemy in a spot of punching and kicking instead.

## Weapons Only



If the house items are pictured, fisticuffs are forbidden. You must use temporary weapons to defeat your foes. Aim carefully so you don't run out of items to use. Sometimes a Haunted Television is nearby throwing items at you, which you can use to continue battling other Ghoulies. Or you can run around and cause animosity between Ghoulies, conserving temporary weapons for use later in the combat.

## Don't Get Hit



This one is simple enough: Getting struck even once by a Ghoulie during your Challenge summons the Grim Reaper. You won't lose much Health from the hit, but you may have to restart the room if the Reaper appears. Time your attacks after you figure out when an enemy is moving in to strike, and don't get hit!



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## Next One



If you see a Ghoulie type with a red cross behind it but not covering it, don't defeat another Ghoulie of this type. Usually this appears during a Challenge after you have dispatched an identical Ghoulie. Ignore the enemy you can't hit, and defeat a different one. The icon then changes to that Ghoulie, so you can return to pummeling the first type. The Ghoulie types alternate.

## Number



If you see a Ghoulie head with a number next to it, you must seek out and destroy a specific number of Ghoulies of this breed. The number counts down after each successful dispatch. If Ghoulies remain after you've defeated the required number, you can take on more if you want. But the exit is open!

## Number (Any Type)



This Challenge is similar to but slightly easier than the Number Challenge. If you see an "RIP"

gravestone with a number next to it, the task is simply to defeat that number of Ghoulies. They can be of any type, so go for the weakest! You can keep on fighting them without penalty after the Challenge is successfully completed.

## Don't Defeat



Should you see the icon of a Ghoulie with a cross through the face, do not defeat it, lest you feel the finger of the Grim Reaper. You can damage the Ghoulie but not dispatch it. It's better to rid yourself of the enemy before the Challenge begins, or steer your attacks completely away from that type of Ghoulie.

## Don't Defeat Any



In rare Challenges, you see an "RIP" gravestone with a red cross through it, indicating that no Ghoulies can be dispatched by your hand. But you still have to complete the Challenge, which likely means that the Ghoulies must be defeated. Either let the Ghoulies attack each other, or ignore them and find another means of escape.

## Limited Attacks



A white and orange icon that looks like the burst of an explosion with

a number next to it indicates that you have a limited number of strikes to defeat the room's enemies. If you exceed the number, the Reaper appears. Attack with objects that can hit more than one enemy at once, and trick Ghoulies into attacking each other.

## No Damage to Ghouhaven Hall



This one is a little tricky: You have to keep the room in the same condition you found it. This means no breaking anything, including items and scenery. Face enemies in the open, make sure your attacks don't knock them into anything breakable, and stay away from scenery yourself in case you're hit. You don't want the Grim Reaper to arrive because of a broken pot or two!

## Survive



An exit door with a ticking timer to the right indicates how long you must survive in a particular area. When the timer reaches zero, the door unlocks and you can exit. While the timer is ticking, you're likely to be faced by multiple opponents (such as a flock of Vampire Chickens) making your survival problematic. Head for the door and make a stand there, unless another Challenge has priority.



## Time Limit



If you see the head of the Grim Reaper and a timer ticking down, you must complete any other Challenges currently active within that time to prevent a Reaper appearance. If the Reaper appears anyway, be prepared to take evasive action. That's right, we mean run!

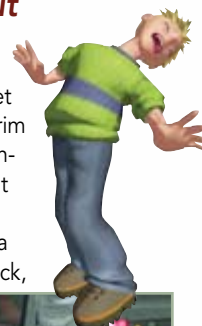
## Free Prisoners Timer



Chapter 5 of the walkthrough has an additional Challenge, signified by an icon of Ghouhaven with a chain around it and a timer that starts counting down from 13:00. That's how much time you have to rescue 10 kidnapped kids. The timer only stops when you exit the mansion. If the timer runs out, the game automatically ends, and you can't enter any rooms you missed. More information on this Challenge is in the Chapter 5 section of the walkthrough.

## Passing Out

If you run out of Health during a Challenge, or get poked by the Grim Reaper's bony finger, you pass out and the screen blurs. If you fail a Super Scary Shock,





you lose 10 Health; if that takes your health to zero you will also faint. You awaken at the start of the room you just entered. You can repeat the room until you succeed in finishing the tasks at hand. Until you succeed, you cannot move to another room.

## Cup of Tea, Young Man?



In the first three walkthrough chapters, if you fail to get through a chamber, Crivens offers you a cup of tea and some biscuits. Ah! That hit the spot! The brew now gives you 2X Health. You can refuse the tea and biscuits if you want. The game keeps track of how many times you gulp a brew, and admonishes you for your tea-quaffing at the end of the game.

## Multi-Challenge Mayhem!



The further you go into this adventure, the crazier the Challenges become. You start to get two or more Challenges at a time. Consult the walkthrough for information on how to succeed in these Challenges. Check out this one: You have three Ghoulies to defeat, can only use three attacks, can't hit Skeletons or Spiders, can't damage any scenery, and have to succeed within a kidnapped kid time limit. Madness!



## Ma's Soup of the Day!

### A Can-Do Attitude!

Ma Soupswill isn't as deranged as some of the deviants trudging around Ghouhaven, but she has been known to stash a collection of soup concoctions in tin cans all through the house. Each Power Up bears the Soupswill insignia, and a floating icon atop it shows you the type of soup contained within. Power Ups are found either inside scenery (such as crates or tables), or on scenery. We taste and recommend the soups below.

### Challenge Completed Power Ups



Usually tucked away in an object you wouldn't normally hit, cans with a question mark over them. It immediately completes your current Challenge and opens the exit door for you. What a great soup!

### Cursed Power Ups



Ma's early attempts at soup brewing have transformed into disgusting soups marked with a scary orange and black ghost icon. Swigging one of these can reverse your controls, slow you down, or sap your Health to one point for 10 seconds! If you take such a soup, stay where you are and wait for the effects to subside. These Power Ups are sometimes used as obstacles.

### Dizzy Reaper Power Ups



If the Reaper is incoming and you spot a can with a dizzy Reaper icon above it, use it immediately to waylay the Grim Reaper. He staggers in a circle, incapacitated for 15 seconds or so. Make good your escape while you can!

### Freeze Power Ups



Mobbed by monsters? Defeated by deviants? Swig down a heady brew of the Freeze Power Up, easily spotted with its snowflake icon. All enemies in the room stop moving for 15 seconds. This allows you to escape, or better yet, smack them until their Health is gone. They won't move when you hit them, so keep watching their Health until it flashes red at empty. When the Freeze wears off, all Ghoulies fly about if you hit them. That's entertainment!

### Energy Boosts



Take this tangy, energy-filled brew as soon as you find it. The can features a heart with a number inside, and the Power Up increases your Health by the amount shown on the can (usually by 1, 5, 10, and sometimes 20) for the remainder of your stay in the room. The Baron still fiddles with your Health in the next chamber, however!

### Invulnerability Power Ups



A steel heart above a can indicates that the liquid inside will make you temporarily invincible to all enemies—including the Grim Reaper—for 15 seconds. You can still be knocked off your feet and bashed about, but you won't come to any Health-based harm—even if you fail a Super Scary Shock combo!

### Invisibility Power Ups



It does exactly what it says. Grab this can with the blue outline of Cooper's head above it, and you turn invisible for 20 seconds. You can pass by any enemy without attracting notice, even if you're carrying an item (which doesn't disappear, and is good for judging where you are). With this handy concoction, sneak up behind or around foes to clobber them.

### Miniature Cooper Power Ups



Craving a small version of your bad self? Then pick up a can with Cooper's head above it. For 20 seconds, a miniature version of Cooper appears and heads for the nearest enemy to attack it. This is great, especially if you're not allowed to do any punching yourself. Use the Miniature Cooper to waylay a Grim Reaper



# GRABBED BY THE GHOULIES™

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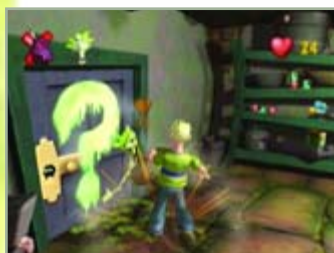
or to attack foes while you fend off others in a separate area. Up to three Miniature Cooper Power Ups fight with you. Don't hit them by accident—sometimes they hit back!

## One-Hit Wonder Power Ups



If you find yourself near a can with an "RIP" gravestone above it, grab it quickly. It gives you the ability to take out an enemy with one punch, kick, or weapon attack.

## Knockdown Power Ups



A similar can with a punching icon above it knocks down enemies immediately. Cooper performs knockdown attacks only—great for clearing space.

## Shocker Blocker Power Ups



When you see this, nab it! Not only does it tell you that there's a Super Scary Shock Ghoulie in the room, but the magic inside the can taps out the combo for you. You automatically succeed, and avoid unnecessary button-stabbing! Better yet, the Power Up never runs out of power as long as

you're in the room. Medusas, Grasping Hands, and other scary folk are powerless when you clutch this Power Up!

## Super Weapons Power Ups



Soda Can Shooters, Candles, and breakable items you use to hit the enemy are great, but they always run out of power. What you need, my friend, is the Super Weapons Power Up (the one with the house items icon floating above it). This allows you to fire or swipe any special weapon indefinitely, without exhausting its power meter. You can also throw infinite bottles or other projectiles. Any three-hit melee weapons are also invulnerable. This also allows a second attack with a pool table, bathtub, couch, etc., before the item breaks. The effects last around 20 seconds, so use this power quickly!

## Time Extension Power Ups



When you're in a chamber and facing a Challenge that must be completed within a set amount of time, seek out as many of these soup cans as possible. You'll know them by the clock above the can. Grab one, and the Challenge timer increases by 10 seconds. The more you collect, the more time you have!



## Traitor Fever Power Ups



If you want to prey upon the unhinged personalities of the various fiends in your current room, grab the can with the green smiling face above it. All the enemies in the room turn traitorous and attack each other for around 30 seconds, leaving you free to explore. Note that if only one enemy is in the room, it comes for you! This is a great way to stop the Grim Reaper from coming for you, or for preventing a powerful foe (such as the Cursed Mummy) from taking you down.

## Turbo Power Ups



Grabbing a can with three green arrows on it gives you double speed. You can chase after quick-moving foes, like Imps, without having to cut corners, leaving you more time to fully finish Challenges.

# Special Ghoulie Attacks

## Scares

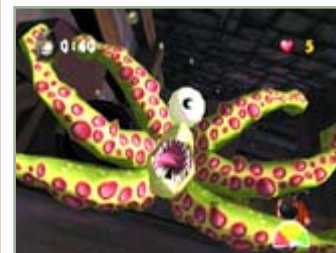


In your adventures in this spooky mansion, you encounter a wide variety of Ghoulies, all of which are covered in the "Fiends and



Foes" section of the guide. Be on the lookout for Scare Ghoulies (screen #1) that appear randomly and create a giant red ball of fear (screen #2). The ball causes Cooper to stop in his tracks and quake for five seconds in terror. You take double damage if you're struck during this time, and you cannot attack. Check the later section for the specific monsters involved, but follow this battle plan: Step away from the expanding fear ball when you see it!

## Super Scary Shocks!



The Super Scary Shock monster appears from nowhere, or freaks you out with no warning whatsoever (screen #1). Cooper is so scared by this ambush that he gibbers in terror. You must tap out a combination of A, B, X, or Y before a 5-second time limit is over, or you lose 10 Health! Get ready for some deft button-pressing. The enemies who ambush you in this manner are shown later in this guide.



# Rare Bonus Books and Kidnapped Kids

## Rescuing the Prisoners!



Dotted around the mansion are a total of 10 kidnapped kids, prisoners of the dastardly Baron von Ghoul. You spend the last part of the fifth and final chapter of your adventure running around rooms with Mr. Ribs, freeing these children.

You must do it within a time limit of 13:00 minutes, or you won't rescue them all! You can't free the children when you first see them; you need a key that you win later in the game.

## Rare Bonus Books: A Right Riveting Read!



As you know from checking the instruction manual, you're not only completing Challenges inside a room, but also searching for a Rare Bonus Book. This thick, blue tome with the "Rare" logo on it can be out in the open, placed on a shelf or chair, hidden inside an item, or even inside a Ghoulie.

You must collect one Rare Bonus Book in each room, and collect one each time you enter the room. If you visit the Grand Hallway nine times, you have nine books to find!

For every five Rare Bonus Books you find, you unlock one extra Bonus Challenge. Find out about these at the back of the book, but don't tell anyone—it's a secret!

## Key Tactics to Try

Now that you know the basics of survival in the mansion, here are some advanced techniques to ensure you thrive. Check out these tactical plans:

### Don't Fear the Reaper



Although the Grim Reaper appears if you fail a Challenge, sometimes having the Reaper roaming around is a good thing! If you're low on Health and facing a really tough enemy (like a Haunted Door or Mummy), purposely fail the Challenge. Then stand so the enemy is between you and the Grim Reaper, and let him take the Ghoulie out.

You might have to fail a Challenge to take a Rare Bonus Book. The important part is to escape the room you're in; you can still escape, even if you fail the Challenge.

### Animosity and Traitors



If you don't feel the need to tackle a huge group of enemies on your own, either look for the Traitor Fever Power Up, or circle a group of enemies. Come close to the attackers, then back off so they pound each other instead of you.

Your foes attack each other until they are defeated, or are knocked down to a single Health, then you can mop up.

## Rare Goods and Services



Notice the Rare logo on certain pieces of furniture in a room, such as vases and wardrobes? Smash these first. They're likely to contain a Challenge-completing device such as a key, or other goodies.

### Going the Distance



If you really want to pound the Ghoulies into a pulpy mess, you must defeat more than 700 of them during your adventure! This means you should stay in a room after a Challenge and fight any extra Ghoulies you find (with the exception of ones you cannot defeat, such as Mummies), or search scenery pieces for signs of hidden foes.

### Time is Power



To grab a fabulous game ranking at the end of the adventure, complete the five chapters as fast as possible. To get the perfect score, you need to finish in three hours or less. This certainly won't happen the first time, but with practice, you can do it! Make sure you know of the Challenge in advance, ignore the Rare Bonus Book search, ignore any enemies except ones you must attack in

the context of a Challenge, and don't fail a Challenge too often!

## Feeling Faint: Don't!



Another test of your mettle when the game grades you is how often you run out of Health and faint. To keep this from happening too often, grab Ma's helpful soups quickly, learn how to attempt the Challenges exactly, and keep close watch on your Health in the top right corner. Don't be surprised when the Baron changes your Health.

## No Tea, Please!



If you want the very best score possible for your ranking, don't take Crivens up on his offer of tea and biscuits. The game keeps a record of your breaks for slurping down Earl Grey and Hob Nobs!

## Keeping Cooper Kid Friendly



In Chapter 5, it is vitally important to finish every room within a minute to visit all the chambers containing prisoners and free them. You're aiming for 10 kidnapped kids, 9 while timed, and a tenth in the final area. Gotta spring 'em all!

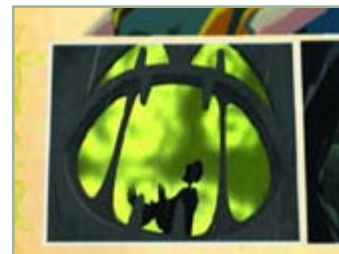


## Enemy Health Update



Peer at an enemy's Health, flashing above his head, so you know how your attacks are affecting it, and how many more hits the Ghoulie is going to take. As a rule, defeat Ghoulies one at a time, or you get swamped.

## Ghoulhaven Hall Beckons...



Prepare to dust off your combat techniques and dust down the Ghoulies hidden away inside the sprawling Ghoulhaven Hall. Check out the next section for all the inhabitants of the mansion. Just who are you fighting here?

# FRIENDS AND FOES: THE CRITTER COLLECTION

## Friends

### Cooper



Our hero is making the best of his predicament and trying to rescue Amber from the depths of this hair-raising hall.

### Amber



Cooper's girlfriend, who is not having a good day and isn't likely to see it improve until Cooper gets her out of Ghoulhaven.

### Crivens the Butler



Ghoulhaven Hall's elderly butler is one of Cooper's first contacts within the house, and soon proves an extremely valuable ally.

### Ma Soupswill the Cook



The in-house cook's culinary talents come in handy—just don't ask her questions about her slightly odd choice of assistant. Ma also leaves her special soups around the house to power you up, and sometimes allows you to use her Fire Extinguisher.



## Mr. Ribs the Cook's Assistant



Bullied by the other Skeletons, and wanting very much to be a hero like Cooper, Mr. Ribs tickles Ma's funny bone and helps her with Kitchen chores.

## Fiddlesworth the Groundskeeper



Smelling of cabbage and featuring a fabulous ginger beard, Fiddlesworth is the official groundskeeper of Ghouhaven Hall, charged with the unenviable task of patrolling and maintaining the gardens and outbuildings. He uses his nephew Little Willy's water squirter and Ol' Edna, the garlic-firing shooter, which he loans to Cooper.

## Babs Buffbrass the Cleaner



The long-serving housekeeper may look a bit rough around the edges, but she's an excellent source of Ghouhaven knowledge. She has the Soda Can Shooter at her disposal, which she might lend to Cooper if he can keep the mess to a minimum.

## Kidnapped Kids



The Baron is holding 10 children prisoner in various precarious and uncomfortable locations around the house. You must rescue as many of them as possible after you find the master key to unlock their shackles.

## Foes

### Doctor Krackpot



Right-hand man to the Baron of the Hall, Krackpot certainly lives up to his name. He's a keen scientist with suspiciously close ties to the Ghoulies. He's built a mechanical contraption to stomp around in, and a Ghoulie-creating beam. Eek!

## Baron von Ghoul

The owner of Ghouhaven Hall, Baron von Ghoul is the slightly unhinged mastermind behind Cooper's entire nerve-jangling ordeal. Is a final reckoning with the Baron inevitable?

### The Red Baron



The Baron takes to the skies in his miniature prop plane, named the Red Baron, complete with a bugle to call troops. The plane is as tiny as the Baron's sanity, but he can still lift off the ground in it. Tally-bally-ho!



## Fiends: The Ghouhaven Ghoulies

The rest of the critter collection is a bestiary of freaks, mutants, undead, and other undesirables. These fiends come in three types: Super Scary Shock Ghoulies, Scare Ghoulies, and Standard Ghoulies.

The entries for each frightening foe include field photography, a brief description, and takedown tactics. Good luck!

## Super Scary Shock Ghoulies

### NOTE

**Note that the following information applies to every Super Scary Shock Ghoulie, because their attacks are identical.**

Super Scary Shock Ghoulies appear out of nowhere to ambush you. You can tell immediately when a Ghoulie is out to Super Scary Shock you: Cooper stands terrified for a moment as the Ghoulie makes a fearsome racket and wild motions. Cooper must react to the shock by tapping a button combination (one or more taps of **A**, **B**, **X**, or **Y**). This starts at four button presses, but can reach as high as 15.

If you succeed in pressing the right combination of buttons within the time limit, Cooper shrugs off the shock. If you fail, Cooper loses 10 Health or, if he has less than 10 Health, faints. Watch out! These Ghoulies appear when you least expect them!

### Blob



A frightening blobby mass with four scary inset eyes and a jelly wiggle to its fear-filled freakdown.





## Grasping Hand



A giant gnarled hand and wrist that bursts from the soil to grab you and shake you wildly.

## Mingella the Guard Dog



One of the Baron's favorite hunting hounds, this mass of teeth waits at exit doors to spook you.

## Stuffed Heads



Watch out in the Mansion's Trophy Room, as there are ten different spooky Stuffed Heads (each individual head is noted in the Walkthrough) that randomly roar at you, attempting to Super Scary Shock you!

## Tentacle Terror



Watch out when you're near any washing machine. It could be home to this tentacled spawn.

## Scare Ghoulies



### NOTE

**Note that the following information applies to every Scare Ghoulie, because their attacks are identical. Also some enemies, such as Jessie & Clyde, have the ability to launch a Scare at you.**

Scare Ghoulies aren't quite as frightening as their Super Scary Shock brethren, but they still strike fear into even the toughest of adventurers. The spirit of the beast in question takes the form of a red ball with a frightening face, which first appears small, then balloons out to fill the screen and the nearby area.

Run away so you aren't caught in the expanding ball, or you're Scared for five seconds. During this time you move at half-speed, can't attack, and suffer double damage if any enemies hit you. These foes appear randomly in the same types of places throughout the mansion. You never know when you'll set one off, so be cautious all the time.





### Blobbelda the Guard Dog



The Baron's other favorite hound, the ghost of this departed red wolf still lurks around the grounds.

### Bony Arm



A long spindly arm can sometimes be seen poking out of walls to beckon you to a scary fright.

### Freaky Monk



Lounging on sofas or benches is the hall's oldest resident, a monk from centuries ago. Don't disturb him!

### Hag



A bony and crusty witch with a severe personality problem, she can be seen screaming at windows.

### Haunted Telephone



This call isn't for you! Give a wide berth to any black old-style telephones you see.

### Ogre Head



The spirit of the Ogre Head in the Trophy Room, this green head lets out a roar from wardrobes or boxes.

### Spooky Grandpa



"Pesky meddlin' kids wandering around, disturbing the peace!" Watch out for Grandpa near bookcases.

### Spooky Granny



Grandpa's better half clutches a broom in areas that need a sweep. Stay away!

### The Munching Cavalier



He's a ghost with a plan to munch on rotting food in the house, and he isn't sharing his meal.

### Standard Ghoulies



A flock of Bats appears in the Trophy Room, flying around as you negotiate the Stuffed Heads. They squeak, hang from the heads, and fly erratically, but none harms you. Ignore them.

### Beetle, Scarab



In the scary Relic Room in the mansion's basement lurks a scuttling troupe of Scarab Beetles, possibly stowing away in the many sarcophagi in this chamber. They simply look creepy, and aren't a threat. Ignore them.

### Chicken



The chicken is a brown, feathered beast that bears you no ill will. But if the Baron commands it, the chicken can turn into a Vampire Chicken, so defeat any you see. Knock back chickens with the garlic projectiles of Ol' Edna. Hit it again to defeat it, or wait for the chicken to create an egg around itself. A second later, the egg hatches into a Vampire Chicken.

### Vampire Chicken



Hatching from a regular chicken egg or appearing from the hen house or scenery, these birds are a real menace, and only beatable with garlic shots from Ol' Edna. If you don't have the gun handy, run away or cast them into a fire. They attack with a peck at the feet (step away), a zooming charge through the air (step quickly left or right), or a leap onto your head (wiggle the thumbsticks in a circle to remove the feathered fiend).





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## Gargoyle

Giant, glowing hairy forms with



snarling teeth and furrowed brows, two of these deviants kidnap Amber in the first scene. You don't encounter them anywhere else in the game, so don't worry about dealing with them.

## Ghoulie Amber



Cooper's girlfriend isn't so comely when she's been zapped by Doctor Krackpot's beam, but when she gets the wrong potion from Cooper, she turns into her nastiest form of all! Run away from her, pick up the items, and wait by a corner. Dodge a charge quickly and strike her, continuing until she falls to the ground. Back up and find more stuff to throw her way.

## Grim Reaper



This skeletal figure with the huge scythe is the most feared entity of all. He is invincible. You cannot harm him. Put traitorous enemies in his tracks, punch him, or use item-based attacks to slow him down. The longer he stays, the faster he moves, and you only delay the inevitable. He points his finger at you, you faint, and have to retry the room. He appears when you fail a room Challenge. When he succeeds in collecting another soul, he breaks out the air guitar and strums his scythe, allowing you to gain a little more distance.

## Haunted Chair



The Haunted Chair is a regular chair you'd normally pick up during a visit to a room, but these come alive and attack by sliding across the floor and knocking you off your feet. The plan is to step out of the way just before the slide starts, then smash the Haunted Chair with your fists or items. If you can't do this because the terms of a Challenge, let one Haunted Chair slide into and smash another by standing between them.

## Haunted Coat



The Haunted Coat is a floating, annoying entity that attacks with a charging butt. Hit it and it floats backward. You can damage it only lightly, so hit it against a wall to knock it down and keep attacking until it yields. The coat always attacks you—it is vicious—so make defeating it a priority. Sometimes another enemy appears from the dispatched coat, so watch out.

## Haunted Door



One of the scariest aspects to a room exit is completing a difficult Challenge, then leaping back in terror as the exit door pops out to attack you! The Haunted Door is a very nasty beast, so get in quickly and pound it until it falls over, then back up when it flashes red. If you can't throw items at it, charge in after it bounces its doorknob at you three times (if you're caught by the doorknob, you're knocked to the floor). If you don't retreat when the Haunted Door flashes red, it bounces quickly at you, smacks you into the air, and hits you across the room. Pull back on the thumbsticks and you may be able to avoid the second strike. Between handle attacks, keep pummeling.



The second type of Haunted Door has a rounded top. It attacks with identical strikes to the squared-off version.

## Haunted Painting



The Haunted Painting is a small and nasty foe, complete with a picture of the Hunchback on its back. It attacks by floating and spinning at you (step out of the way), or takes to the ceiling and drops down on you (listen for the descending sounds and step away). Strike it with two good kicks or punches, and it shatters.





## Haunted Television



Sometimes inert (and used as a single-hit item), and other times alive and full of electricity, the Haunted Television has the unique ability to zap the ground and create a Ghoulie of its own. These range from Spiders to Skeletons to Mummies, and on one rare occasion, it throws items! It is usually best to squirt water at it until it explodes and melts. Otherwise, give it a wide berth. If you must attack, run at it and time your attack so you strike between the bursts of electricity it shields itself with. Then smash it with kicks or punches. Thrown items work well, too.

## Hunchback



The Hunchback is a huge and frightening foe, almost impervious to harm. He sometimes launches a circling windmill attack that knocks you off your feet (back off if he turns red). Otherwise, stop the Hunchback moving by hitting him, then punching and working your way around to his face. Aim all attacks at his cranium until he falls over. Back up until he stands again, then repeat the attack.

## Imp



Annoying, purple, and plentiful, Imps usually appear from doors, Haunted Televisions, scenery or windows, and are easily dispatched with a quick kick. They can swamp you if they're numerous enough, so take them out when one or two appear. If more than one enemy type is around, deal with the Imp first, or he annoys you.

## Big Head Imp



The Big Head Imp has all the annoying traits of the regular Imp, but with an all-new cranial attack! He "eeps," then launches to the top of your head! He bites down every five seconds. Boot this Imp type first. If you're pounced on, wiggle the left thumbstick in a circular motion.



## Fire Imp



Usually found in the Kitchen or Walled Garden, these Imps attack from the air and they're impervious to physical attacks! The only way to douse them is with the Fire Extinguisher. They can also breathe fire onto the ground near you, and throw a small ball of fire. Bring out the Fire Extinguisher and blow them apart. No Fire Extinguisher? Run!

## Flying Imp



Flying Imps zoom in from the air and strike you. Some have developed a special second attack; their tails glow bright purple and slam into the ground, knocking you off your feet. Back up and attack with leaping kicks (use regular thumbstick attacks, but only if the Imp is head height or lower). Throw items to get rid of these Imps.



## Ninja Imp



Ninja Imps fly in from windows or scenery. For the first five seconds, these orange and dark-green stars are small and vulnerable. After that, some double in size, then all attack with regular Imp attacks (at the feet), or take to the air and attempt a leaping kick in slow motion. The sluggish attack is easy to avoid. Pummel the Imps, but don't get swamped. Use items, squirters, or shooters if you have them; the Ninja Imps take two hard hits to defeat.

## Roger the Cabin Boy Imp



This Imp is a regular purple Imp when you attack him, but he's clothed in a striped sweater and sailor's hat. He's known as Roger the Cabin Boy, and he's a close personal friend of the Zombie Pirates and their Captain. He's been known to sail around with the Pirates. Woe betide any who damage this not-so-jolly Roger—he'll have a Pirate boarding party to deal with!



## Jessie & Clyde



One of the single most freakish creations from the mangled mind of Doctor Krackpot is this unstable blend of fairy and cyclops. Jessie is the female side of the beast, clutching a flower and dancing. Clyde is the angry and hugely muscled cyclops half, ready to tear and batter anyone who even looks at them funny! Jessie & Clyde are usually skipping or sleeping until you throw an object at them or step too close. Then Clyde wakes up, munches on Jessie's flower, and all heck breaks loose! J&C turn red and either run at you (run away until they slow down) and try to throw you, or they pick you up and punch you, sending you flying and dangerously lowering your Health. Or, they let out a roar, which works like a Scare. Run from the red ball. Move toward Jessie's shriveled arm, then smack them until they fall, back up, charge in again and attack, and continue until one of you is defeated. Let's hope it's not you!

## Medusa



The Medusa is a scary beast. She doesn't turn you to stone, but she has two other modes of attack. She can switch on her eyes to create two green searchlight beams on the floor in front of her. Step into these beams, and you need to make a Super Scary Shock button combination to continue. She also can whack you with her serpent hair, which sends you flying. Attack by moving around behind her, or step out of range of her hair attack, then charge in. Continue to attack even when she's on the ground. Don't let up until she's defeated.

## Ancient Mummy



Roaming the darkened rooms of the mansion's seething underbelly are groups of dusty and musty dirt bags. These Ancient Mummies can be knocked down, but they are impervious to every attack at your disposal, except fire. Make sure you have a candle or are near a fireplace or furnace. Knock the Mummies into the fire or strike them twice with the candle. They attack with a slow swipe (step back or be dazed) or a bandage attack that trusses you up (dodge to the side or, if you're hit, wrestle both thumbsticks in a circle). When struck, the Mummy also produces a scepter to smack you. The scepter inflicts immense damage, so step left or right to avoid it and punch back.

## Ancient DJ Mummy



Currently doing Friday nights at the Embassy Ballroom is the grooviest Egyptian since King Tut—an Ancient Mummy with a pair of headphones, "mad choonz" on the gramophone-based ones-and-twos, and a flock of Skeleton and Zombie party-goers to entertain. He attacks like a normal Mummy, but has been known to bust a few other moves as well.

## Cursed Mummy



fearsome qualities you know and loathe about the Ancient Mummy and multiply them. The Cursed Mummy is twice as strong, bulkier (and thus more difficult to hit into a fire), and comes with two of the most fiendish attacks in the entire game. The Cursed Mummy is a nightmare to deal with. Run! If you don't run, try swiping with a candle or hitting the Mummy into a fire. No fire? Run! This Mummy summons a spell that drags you into its reach (slowing you down for others to hit you), after which it hammers you with a stone tablet. Run away from the wafting curse before it grabs you. Defeating the Cursed Mummy ends the spell. The second attack is a floating skull curse, which causes you to faint in 30 seconds, and there's nothing you can do except leave the room you're in. Fear this beast!





## Skeleton



The main inhabitant of the hall, the Skeleton is a weak-willed fellow who goes down with a clatter after three large smacking attacks. He attacks with a one-two boxer punch, which you can easily dodge. These bony fiends are most dangerous in groups, so keep on the move.

## Skeleton Maid



The Skeleton Maids appear only in the Grand Hallway, tidying up after your recent exploits in this chamber. When they spot you, they attack with a feather duster. This strike is quick, so step back, then smash into them afterward. Beware of more Maids dropping in from the balcony above.

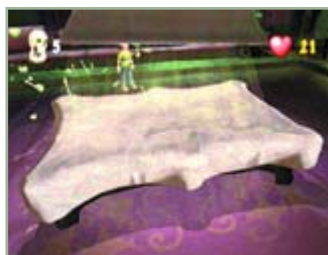


## Spider



Spiders squeak and attack in groups of three (or as many as 12). A Spider harms you when it spins in the air, then throws itself at your feet. Dodge this by circling around. One set of attacks or a single kick finishes the Spider off. No real threat.

## Terrance the Table Cloth



Terrance lives a quiet life of reflection in the Billiard Room. Until the Skeletons started arguing in there. He rests until Cooper enters the room a second time, then leaps off the table, allowing you to use it as a large swinging weapon. Thanks, Terrance!

## Vampire



The Vampire is a crazy and freakish beast, a walking coffin that is impervious to everything except the touch of the Grim Reaper. The coffin waddles your way and opens, revealing a Vamp who grabs you and squeezes you inside the coffin or bashes you with a bat. When the coffin opens, blast the Vampire with a garlic shooter. No shooter? Run!





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## Warlock



This wizened old fool is good at the teleportation technique, and can throw icy balls straight at you. He disappears and reappears again. Stand equidistant from his teleport appearance points (he has only three or four), then run in and beat him until he teleports. Repeat the plan.

## Worm



This nasty and squelchy foe is annoying. It badgers you until you strike it, then it begins a clock countdown above its head. After five seconds, the Worm explodes, damaging everything nearby (including you). To defeat this slimy foe, hit it to start the timer, wait for the timer to count down to one, then kick the Worm away from you so you aren't chased and struck by the exploding invertebrate. Use the exploding Worm to take out other enemies.

## Zombie



The Zombie is tough but slow. He comes in various sizes, but all attack identically—a shoving attack and an uppercut. Step out of the uppercut and the Zombie's arm flies off, landing at his feet. Pick it up and dish damage with it (it is a three-hit item). Water from the squirter also damages Zombies.



## Zombie Pirate



Ahaarr! The Zombie Pirate is a toughened version of the Zombie with more Health. He takes longer to take down and has three main attacks: swipes at you with his pegleg (step back to avoid), conjures a treasure chest to throw at you, or uses a cutlass and charges. Watch for this attack, then dodge to the side or circle around. With any luck, the chest strikes other enemies and starts a fracas you aren't involved in. Remember that water deals a lot of damage to this enemy. And don't forget, you can grab his cutlass and use it as a one-hit object.

## Zombie Pirate Captain



Commander of the rotting Pirate fleet and a close personal friend of Roger the Cabin Boy, the Pirate Captain has a great fondness for cake. He can be found noshing on vittles in the Dining Room while ordering his pus-filled troops to attack you. Strike him down (his attack pattern is the same as a Zombie Pirate's), and you free three Skeletons that attack you.





# WELCOME TO GHOULHAVEN HALL!






Baron von Ghoul cordially invites both Mr. Cooper and Miss Amber to a night of terror, torment, and undead. Welcome to the walk-through section of this here tome. It is generously proportioned, so you can quickly check each room you're in for areas of interest. Here's how the walkthrough breaks down:

## Overview

At the beginning of each of the 100 rooms you visit (this number includes rooms you return to), you see a short checklist. The first piece of information is your Health as you enter the room (the Baron sometimes fiddles with it). The second is whether a Challenge is present. If there is no Challenge, you can move to an exit door and escape immediately. If there's a Challenge, you must complete it; the tactics for the Challenge follow in the walkthrough.

Next are the enemies you encounter in the room, and finally the bar of skulls indicates the room's difficulty setting. The range is from one skull (easy) to five (difficult). Here's what they mean:

### Rating How Tough?

-  Piece of cake!
-  No major worries, mate!
-  Be careful!
-  Freakishly frustrating!
-  Truly terrifying!



## Walkthrough

After this spook-filled chart, you're presented with all the information you need to complete this room. If more than one tactic is available, we mention them all, but we give the most space to the easiest way out of a predicament. Here we also reveal the number of enemies, the main items of interest, and any surprises. Peek only if you want to know it all!

## Rare Aware

Aside from Notes and Tips, the walkthrough has two types of information sidebars. The first is the Rare Aware sidebar, which calls your attention to a cool Easter Egg or artistic element that Rare, the developers, placed in the room. This is typically a poster from a past game, or something strange you might otherwise miss.

## Rare Find

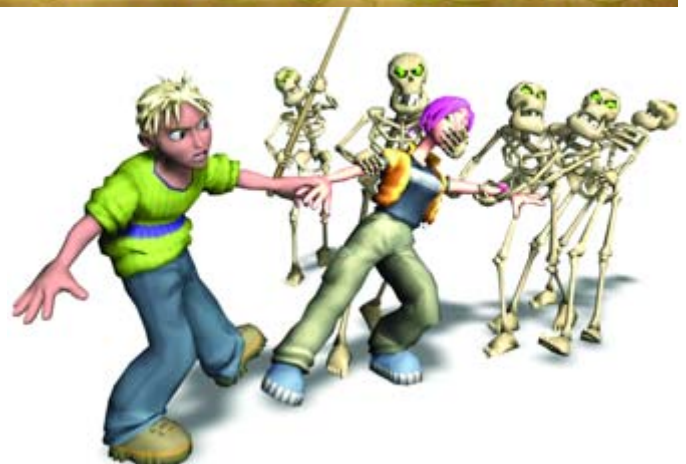
The other sidebar is the Rare Find, which details where to find the room's Rare Bonus Book. It includes a screenshot of the specific area. Collecting Rare Bonus Books allows you to access extra Bonus Challenges. Those cool capers are listed in the back of the guide.

Take a look at the cartography that follows, which shows every room you visit in the game. Behold the Baron's Blueprints!





## The Baron's Blueprints







WELCOME TO GHOULHAVEN HALL!



## CHAPTER 1: THE RESCUE

### Scene 1: Grand Hallway

**Health: 50**  
**Challenge: Yes**  
**Enemy Type: Imps**  
**Difficulty:** 



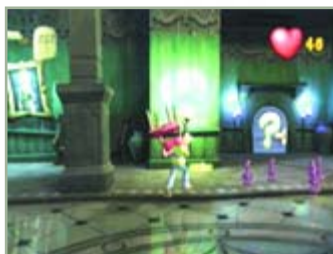
As you enter the Grand Hallway, you're accosted by five purple Imps. Learn how to attack (remember to *hold* the right thumbstick for constant attacks) by reading the "Training" section.



After you've kicked a quintet of Imps, Crivens the Butler appears from behind a side door and throws the Cook's special reinforced chair (the only one in the game). You'll need it—more fiendish Imps are on the way!



About five seconds after the action begins, ten more Imps appear. Attack as usual, or press **A** near the chair to grab it. Thwack the Imps three at a time with carefully aimed chair sweeps.



When the Imps appear, Crivens mentions that all exit doors are locked. Only the one with the green "?" can be accessed after a Challenge. This one has a grave-stone icon, which means that all enemies must be defeated.



Sweep piles of Imps off their feet and into a squishy pile of goo with numerous chair shots. Back up so you aren't swamped. When you're done, the "?" on the door disappears.



Check the locked exits after battering all the Imps. The entrance door is sealed with scary green tendrils, as are two doors on either side of the entrance—one under the left bookcase near the stairs, and one at the top of the stairs.



Don't run into these tentacles or you'll lose one Health. Instead, check the steps, moving past the pictures of Baron von Ghoul to two roped-off areas leading to the balcony. You can't reach the doors in this area just yet.

### A Rare Find! Rare Bonus Book #1



*Climb the central stairs before leaving this room. You will find a special Rare Bonus Book at the bottom, near the ground.*

### NOTE

As we mentioned earlier, 100 Rare Bonus Books are available to find during your adventure, and you access extra Bonus Challenges for every five books you grab. If you don't grab the Rare Bonus Book, replay the Scene to get it. A different Rare Bonus Book appears on subsequent visits.



Explore the ground floor of this hallway, smashing pots, tables, the busts on the stair alcoves, the bookshelves, and the bench. You can destroy just about anything in a room. Keep this in mind as you head toward the open door where the butler stands.



This dapper character introduces himself as Crivens. He's the butler at Ghoullhaven, this sprawling gothic mansion monstrosity. Crivens takes the chair from you, and you're free to enter the open door. You can even slap Crivens about without causing any harm to him or yourself.





## Scene 2: Trophy Room

**Health: 50**  
**Challenge: Yes**  
**Enemy Type:**  
**Stuffed Heads**  
**Difficulty:** 

### NOTE

**This chamber is special because you do not control Cooper's movements; he walks a pre-determined path. All you need to worry about is not fainting from sheer terror!**



As you enter the room, you see a winding corridor with two corners, and an assortment of scary Stuffed Heads on either wall. Prepare for a Super Scary Shock! As you walk through the corridor, a Stuffed Head comes alive and bellows at you.



Quickly tap **A** four times. If you don't, you have to continue along this scary chamber with ten less Health than before! If you succeed, you continue down the corridor.



You must overcome three more Super Scary Shocks. For these Super Scary Shocks, press the buttons that appear on the screen in the correct order to overcome the shocks. Don't panic! Press the buttons within about five seconds so you don't faint.



Super Scary Shocks are random; any of the assorted Stuffed Heads could roar at you. After the fourth bellow, you can relax. You're safe for the rest of the scene.

### Rare Aware: Check This Out!

*The purple bats simply fly into walls or over your head, but you must step past 10 Stuffed Heads, and any one of them could come alive. They are all shown below.*



**Stuffed Head #1:** This is one moose you don't want loose about the hoose! Let's hope those purple blotches aren't contagious.



**Stuffed Head #2:** Look at this large ogre head, all flabby and olive green.



**Stuffed Head #3:** A long snout and a massive maw full of crooked, razor-sharp teeth make this dragon head the height of fearsome fashion.



**Stuffed Head #4:** This kong ain't no donkey; it's a killer gorilla with a short tie and a mass of pointy teeth. Thank goodness you don't have to face the whole of him!



**Stuffed Head #5:** As scary fish heads go, this one's straight from the bottom of the deepest and freakiest trench, but he doesn't seem to scare you half as much as the other heads.



**Stuffed Head #6:** This under-world entity is a demon with a stonelike glare that could melt metal, but its scaring days are almost over.



**Stuffed Head #7:** The most bizarre head of all, this part-pumpkin, part-deviant freak-show is bound to give Cooper nightmares whenever he encounters gourds.



**Stuffed Head #8:** That unmistakable voice...those roving eyes...that questionable dental work...has Banjo the Bear lost his head?!



**Stuffed Head #9:** The famous bear and bird act of Banjo and Kazooie seems to have been driven mad and then mounted on a plaque. Oh, the humanity!



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**Stuffed Head #10:** This genetic freak looks like a mutated giant humanoid with a cranium the size of a small cottage in Twycross. He's probably better off without his melon-sized skull.

## A Rare Find! Rare Bonus Book #2



The second Rare Bonus Book is easily found at the far end of the Trophy Room corridor, just before you exit. Only 98 more Rare Bonus Books to go!

## Scene 3: Billiard Room

**Health: 50**  
**Challenge: No**  
**Enemy Type: Skeletons**  
**Difficulty:**



As you enter the ornate and impressive Billiard Room, you spot two bony fiends arguing over a game score. The door behind you seals with tentacles, and a door opposite it opens.



Crivens pops up to let you know that not all doors trap you in a room. Crivens is correct—walk straight through here by moving left, around the billiard table, and out the door.



It's more entertaining, however, if you head left, pick up the large trophy near the cabinet, and throw it at one of the Skeletons.

### TIP

You can throw the trophy only once, but you can swing the cue three times before it breaks completely.



Slap around the other Skeleton with the pool cue from the rack. Once you've downed the bony duo, smash the scenery. Notice another exit—a side door that you'll enter later.

## Rare Aware: Check This Out!



Remember the paintings surrounding the Billiard Room; you see some unwanted enemies tear through them later in the adventure. For the moment, check the trio of Skeletons with the trophy. One is holding up the obligatory "rabbit ears" over the cup holder!

## A Rare Find! Rare Bonus Book #3



Just before you exit, inspect the long L-shaped bench surrounding the left side of the room. The Rare Bonus Book is propped up in the corner of the bench, on the velvet cushioning near the cabinet.

## Scene 4: Gaming Room

**Health: 50**  
**Challenge: Yes**  
**Enemy Type: Imps, Skeleton**  
**Difficulty:**



Cooper enters the next room and gingerly tiptoes toward a fireplace. Look! It's Amber, tied to a chair! She's mumbling something....



Cooper's here! No need to fear! (But did you see that shadow outlined by the lightning at the window? Gulp!) Cooper steps forward just as the fireplace spins about. It's a trap!

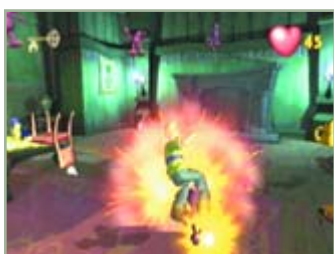


Amber rotates to the other side, while Imps teem from the fireplace. Crivens thinks the Cinema is on the other side of the wall, where Amber was deposited. The easiest way to get there is via the Billiard Room. Time to backtrack!





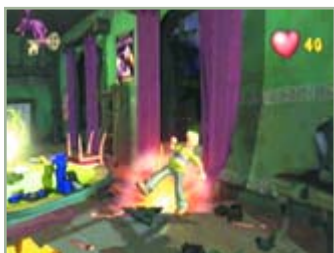
First, however, you must get out of the Gaming Room. This time you're locked in. That key icon means you must find the key, which is hidden somewhere in the room in an object.



Crivens's master won't be happy about the damage, but you don't need to worry. First, tackle the eight Imps running at you from the fireplace. Punch, kick, or use objects in your attack.



You can use eight chairs, a coal scuttle, a dust pan, a checkerboard, and even a Television set as weapons against the Imps. They appear in sets of two from four nearby broken windows.



Sometimes the windows are broken by incoming Imps. Other times, you smash them. Once the windows are open, Imps appear continuously, in infinite numbers. Time to find that key!



Don't smash the large jar in the far corner (to the right of the door with the "?"), in case Skeletons leap out. Only two Imps appear at a time, so you can ignore them, unless you want to practice fighting.

### Rare Aware: Check This Out!

While searching for the key, notice the posters on the wall and the Xbox games on the bookcase. The posters are original covers for eight Rare classics, back when the company was called Ultimate: Play the Game! Here's a brief description and screen of each title (which aren't in the game itself).



**Poster #1: Underwulde.** Find it on the wall to the right of the fireplace, near the coal scuttle.



**Underwulde** is a large and sprawling platform game, starring Sabreman (the adventurer from Sabre Wulf), set in a series of mazelike caverns. Systems: Spectrum, Commodore 64



**Poster #2: Knight Lore.** Find it on the wall to the left of the fireplace, near the wall lamp.



**Knight Lore** is one of the first isometric 3-D platform games ever. It again stars Sabreman, in a dungeon romp to find a wizard's cauldron for a poison antidote. Systems: Spectrum, BBC, Amstrad, MSX



**Poster #3: Jetpac.** Find it above the small bookcase between the windows that hold trophies.



You play a spaceman named Jetman, and have to collect pieces of the Interstellar Transport Company spaceship kits while avoiding nasty space critters. Systems: BBC, Vic 20



**Poster #4: Gunfricht.** Find it to the left of the first two windows, above the Aunt Sally skittles game.



**Gunfricht**, set in the Wild West, is based on an isometric game called Nightshade. Bags of cash and outlaws must be shot using an on-screen cursor. Systems: Spectrum, Amstrad, MSX



**Poster #5: Sabre Wulf.** Find it to the left of the sealed door without the "?".



This 2-D jungle adventure introduces the infamous Sabreman explorer. You explore colorful environments looking for four amulet pieces. Systems: BBC, Commodore 64, Amstrad



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Poster #6: Atic Atac. Find it above the rocking chair.



In Atic Atac, one of the very first arcade adventure games, you explore a huge castle. You enter a series of rooms, battle enemies, and feed your Health to find three parts of an AKG key. Systems: Spectrum, BBC



Poster #7: Alien 8. Find it above the larger bookcase that contains all the Xbox games.



In Alien 8, one of the best games of the 1980s, you are spaceship Maintenance Droid 8, attempting to revive your frozen crew before an alien

infestation gets out of hand. Systems: Spectrum, BBC, Amstrad, MSX



Poster #8: Cookie. Find it above the playpen.



Similar to an arcade game called Mr. Wimpy, this game involved mixing cooking ingredients while avoiding enemy-thrown food. System: Spectrum

These are just some of the titles that videogamers in the UK and Europe played on the Sinclair Spectrum, a popular computer and gaming system in the early '80s that never made it to the United States. If you can find these old games, they're well worth playing!



What else is there in the room? Well, someone doesn't like Crivens very much, because his face is on a dartboard near the playpen! Smash it if you wish.



Finish your room search at the playpen. Just outside the playpen is a videogame box for the coolest gaming system ever seen! No, not the Turbo Grafx 16—we're talking about the Xbox! Smash the box, and out pops the key! Move to the door just to the right of the Xbox.

## A Rare Find! Rare Bonus Book #4



Don't leave without snagging the Rare Bonus Book from the chair in the corner, near the Television.

## Scene 5: Billiard Room (Take 2)

**Health: 25**  
**Challenge: Yes**  
**Enemy Type: Skeletons**  
**Difficulty:**



The Gaming Room door leads back to the Billiard Room. As the door slams and seals, that dastardly Baron fiddles with your Health! You only have 25 Health for this next fracas.



When you enter the eerily quiet room, you can explore almost everywhere except the exit door on your left. It's the only way out of here, but when you move to the door, it slams and seals.

### NOTE

Something strange is going on in this mansion: All the damage you caused is repaired, and the objects to hurl at enemies are available again.

## A Rare Find! Rare Bonus Book #5



Check the side of the large grandfather clock to the right of you as you enter the room. A Rare Bonus Book is propped against its side.

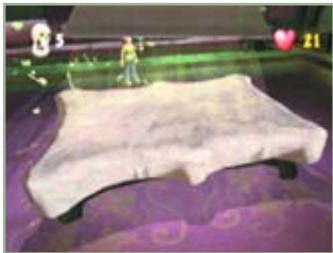




When you reach the open exit door, Skeletons rip through the paintings and a Challenge appears. Destroy eight Skeletons to open the door.



The first part of combat takes place against three incoming Skeletons. After you demolish the last bony fiend, the covered billiard table starts to move.



Hold on! It's not the table, but Terrance the Table Cloth doing the maneuvering! He exits, leaving the billiard table exposed as seven more Skeletons fall from the paintings.



Attack the Skeletons by coaxing them into a bunch, and pressing **A** at either end of the table. Cooper swings the table around, demolishing all Skeletons in its path.



This table rotation should smash more than five Skeletons, bringing the demolition total to more than you need for the door to open. It unlocks to allow your escape. Step through after taking care of the remaining Skeletons.

## Scene 6: Lower Corridors

**Health: 15**  
**Challenge: No**  
**Enemy Type:**  
**Telephone,**  
**Skeletons,**  
**Spiders**  
**Difficulty:**



Crivens pops in to let you know that the Cinema is just along this corridor and through the first door on the left. Check out the first Soupswill Power Up on the ground, granting you an extra Health point. Ignore the two sealed doors, and walk toward the Telephone on the table.



As you reach the Telephone, it rings violently! If this happens during your adventure, you're temporarily spooked and must wait until your Health heart recharges. Until then, you're vulnerable to attack.



The ballooning red scary face is the Scare, and it's the root of your problems. If you see one, step out of its sphere of influence!

**Rare Aware: Check This Out!**



*Check out the paintings along both sides of the corridor. Here are some truly fearsome freak-shows that sat for artists long, long ago. Let's hope they're not around any more.*



Pick up the painting on the left and move to the two pots near the far left corner. Out pop two Skeletons! Smash them with your painting.



Follow the corridor right and take out a Spider emerging from another pot. You can kick the Spider, but it takes longer to splatter that way. When a Spider starts to spin in the air, avoid its rotating charge, and hit it when it lands.



Don't smash the table on your right. Instead, use it to take out another four Spiders that drop from the wall and jar near the exit door. When they're nicely splotted, exit the door...in a moment! Remember: You don't need to fight the Spiders to exit.

**A Rare Find! Rare Bonus Book #6**



*Don't forget that Rare Bonus Book! Continue past the exit door to the barred area of the far corridor. Nab the book propped against the right wall before escaping.*





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## Rare Aware: Check This Out!



Before you leave, peer through the bars at the corridor you can't reach yet. Grooving to some truly shocking music are an Ancient Mummy, a Zombie, and an Imp called Roger the Cabin Boy! A-harr!

## Scene 7: Cinema

**Health: 15**  
**Challenge: No**  
**Enemy Type: Skeleton, Imp, Big Head Imp, Hag, Haunted Television, Spiders**  
**Difficulty:** ☹☹☹



You enter a short corridor with some stairs and hear a commotion ahead of you. At the top of the steps, you're in a projectionist's chamber. That noise gets louder.

## Kidnapped Kid!



You spot a girl tied up and sitting on one of the projectionist's shelves. This is one of many kidnapped kids imprisoned around the house. You need the Baron's key to set her free. You'll come back here much later.



Smash the bookshelves and peer through the hole at the projection camera. Head down the steps, preparing to be broadsided by a Skeleton and two Imps who crash through the window ahead.



Watch out! One of these pesky Imps has a huge head, and he might jump on your back and gnaw at your face! Rotate both thumbsticks until the fiend falls off, then stomp him.



As he moves into the Cinema, Cooper spots Amber on the chair. Hooray! She curtly requests he

remove her from this predicament. He asks her to hop away from the fireplace, which she does...straight onto a trapdoor. Hooroo!



Crivens suspects she's in the Basement. Take the steps to the Gaming Room, on the other side of that suspicious-looking fireplace, while Crivens runs ahead to open the Basement door.

## Rare Aware: Check This Out!



Enter the large Cinema room. On the screen you see thespian Skeletons acting up in the Billiard Room. You'll also want to check out the Jessie & Clyde, the Pirate, and those kooky Skeleton portraits on the wall!



Bash the Big Head Imp that comes in from behind. If you're checking the right set of windows, flee from the frightening apparition of a Hag outside the far window, or you'll be Scared for a few seconds.



When you recover, avoid the crazy critters in this chamber and head straight for the fireplace, or move toward the Television instead.



This Television is a little more frightening than the one in the Gaming Room—it's alive! When you approach it, it bounds away or creates a Spider from electrical discharge.



Usually it stops after creating three spiders. When you approach the Haunted Television, it sparkles with electricity. You can bash it just before it sparkles, but you're usually electrocuted and lose three Health if you try a melee attack.



Instead, move around the Cinema and pick up a potted plant to throw. Hit the Television with it and knock it back. Repeat this three or four times (you have four plants to throw).





Focus the rest of the combat on the Spiders, although you must destroy the Haunted Television to stop the Spiders from being created. Punch and kick the Spiders, and save the plant-throwing for the TV. When you're done, step onto the fireplace hearth.

### A Rare Find! Rare Bonus Book #7



*Before you step onto the hearth of the fireplace and spin into the Gaming Room, kick the large bookcase to the left of the fireplace. Out drops a Rare Bonus Book to grab before you leave.*

## Scene 8: Gaming Room (Take 2)

**Health: 25**  
**Challenge: Yes**  
**Enemy Type:**  
**Haunted**  
**Chairs,**  
**Skeletons,**  
**Spooky**  
**Grandpa**  
**Difficulty:** ☹️☹️



Wander through the Gaming Room. The objects are in the same places they occupied in Scene 4. Move to the open door ahead, or pick up a chair.



When you attempt either action, the chairs on the tables come alive! You need to defeat four Haunted Chairs to unlock the door. Watch out if you're fighting near the bookcase to the left of the fireplace—sometimes Spooky Grandpa stands here with a book in his hand, and tries to Scare you!



Either attack the Haunted Chairs with other chairs or scenery, or use your punch and elbow techniques. Haunted Chairs are only a pain when they charge—move quickly to the side when this happens.



After the fourth chair is demolished, you can again leave the Gaming Room, or you can break open the Xbox. No gaming system appears—just three Skeletons. Smash them and leave via the open door.

### A Rare Find! Rare Bonus Book #8



*Before you venture onward, break open the playpen railings and locate the Rare Bonus Book propped up on the ball, next to the jack-in-the-box.*

## Scene 9: Cellar

**Health: 10**  
**Challenge: Yes**  
**Enemy Type:**  
**Spiders, Imps,**  
**Ancient Mummy**  
**Difficulty:** ☹️☹️  
**Weapon:**  
**Candle**



Make your way down a winding Cellar path. The foot of the bookcase near the sealed

entrance door holds a Spooky Tales book to use as a weapon. There's an Energy Boost here, too! The crate in the far right corner, and the next one down the corridor, each hold an Imp.



Follow the Cellar path left into a damp area. Two Spiders drop from their wall perches and scuttle away. Ignore them until you reach the stack of boxes in the far left corner.



Smash one open, and out pops an Imp. You can destroy the Imp, but the Spiders charge in once three or more Spiders are on the screen—this is their attacking pattern. Use the broom and the Super Weapons Power Up to keep the item invincible for a short time.



Continue around the Cellar path to a room with Spiders. To avoid being swamped by their attacks, maneuver around the room in a large circle, waiting for Spiders to charge.





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Your maneuvering causes them to miss and land dazed. Move in and strike them, then continue circling around. Use the broom propped against the wall behind you if you need it. This area also has around eight Imps, two each in boxes on the various walls.



When the coast is clear, continue along the corridor with the piping to a room with a central support area. A Spider and two Imps wait inside a box on your right. Another Spider lurks in the corner, and yet another above a large water heater.



As you enter the next room, break a switch and a narrow corridor to the right appears, behind the water heater. Entering this area is optional.



You could instead follow the larger corridor to the right and slam five Spiders by a busted pipe. Use a plank of wood and a Super Weapons Power Up to flatten them with invincible weapons as they charge you.



If you followed the narrow corridor right, or if you arrive at a left turn in the main corridor that leads to a swinging light bulb. Stop and check the end of the narrow corridor. This is a secret area, but nothing of note lies inside.

## A Rare Find! Rare Bonus Book #9



*There's one room to go, but before you enter the final room, check the protruding sarcophagus ahead of you, to find a half-imbedded Rare Bonus Book. Take this before you reach the final room.*



Turn right at the light, pass a rubble-filled sarcophagus (with the Rare Bonus Book), and head directly toward the open exit door. Uh-oh! It closes, and a bandaged freak pops out. It's an Ancient Mummy!



As you smack the Ancient Mummy, Crivens pipes ups to tell you that this particular enemy is invincible! The boxes in the room hold nothing of note, but the sarcophagus holds a broom.



Crivens gives you a Candle—incidentally handy, as it's the only way to dispose of the old bandaged boy. Torch his ancient behind! If he hits you until you're dizzy, rotate the thumbsticks to get out of the daze before he attacks with his scepter. When he's frazzled, exit through the now-open door.

## NOTE

**Use of the Candle and other weapons that have limited ammunition (but are rechargeable after use) is detailed in the "Training" section.**

## Scene 10: Relic Store

**Health: 20**  
**Challenge: Yes**  
**Enemy Type: Ancient Mummies**  
**Difficulty:**



You emerge in a large storeroom full of Egyptian antiquities. You auto-walk past two sarcophagi, as Scarab Beetles scuttle about and a Tiny Spider dangles from the ceiling.

## Kidnapped Kid!



*No freaks so far...but walking into the center of the room, you pass a cracked sarcophagus with a boy inside. Rescue him later.*



Continue wandering the room, watching Scarabs and a Tiny Spider passing a golden ram statue. Spotting an open door, Cooper heads there right away.





He doesn't get far. An Ancient Mummy busts out of a sarcophagus, freaking him out! This is a four-button Super Scary Shock: Press the buttons shown on the screen in the correct order.



If you don't faint, you can combat the Ancient Mummy. If you move to the door, it closes and the gravestone icon appears. Time to destroy every Egyptian in the room!



After Crivens chimes in, defeat three more Mummies with your Candle, taking care not to over-use and extinguish it. Try swiping at the first two Mummies with one swing. Remember, there are two Super Weapons Power Up at opposite ends of the room, although these aren't needed. When the third Mummy goes down, the door opens.



## A Rare Find! Rare Bonus Book #10



*A Rare Bonus Book is near a pile of junk to the left of the exit door. Tackle four more Ancient Mummies as you pick it up.*



Finally, rampage through this room, smashing crates, jars, and statues, and checking for other exits. Two doors are sealed, so exit through the third, open door, picking the Energy Boost (only necessary during combat).

## Scene 11: Ye Olde Archives

**Health: 5**  
**Challenge: No**  
**Enemy Type: Skeletons, Hag**  
**Difficulty:**



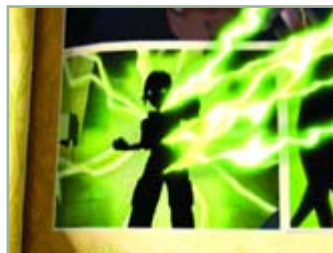
Cooper enters the Archives and meets up with Crivens. Your Mummy-slaying days are over for the moment, so give the Candle back to the butler.



Crivens has found Amber, and she's been untied! Cooper rushes in, wanting a hug. Amber grudgingly obliges. Cooper apologizes for being held up.



Cooper wants to get home, but these plans are nixed when a giant shadow crosses them. Out pops a bizarre old scientist strapped to a set of gigantic robo-monster legs!



The scientist produces a green energy beam and fires at Amber! She turns into a beastie! Whaaagh! Prepare for a Super Scary Shock (press the buttons on the screen in the correct order).



Crivens isn't happy with this transfiguration, either! That was the dastardly Dr. Krackpot, and he's vanished, leaving Amber looking a little the worse for wear. Hopefully, Cook has an antidote.



Cook is in the Kitchen, upstairs beyond the Wine Cellar, from which pop out two Skeletons. One or both may carry six champagne bottles to throw at you. Get ready for a fight!



When the action starts, don't worry about Ugly Amber. She chases you blowing kisses, but she won't harm you. Ignore her freaky form, after hitting a four button combination to avoid a ten Health Scare!

## A Rare Find! Rare Bonus Book #11



*As you fight your way through this crazy chamber of archives, you'll see a lot of books scattered about that look like the Rare Bonus Book, but the one you want is on a box near the bookshelf that faces the open exit door.*





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Watch where you wander. The Hag sometimes gives you a Scare if you move into the Archives area forward and to the left of your starting location, heading toward the outer wall on your way to the exit. Run away from that scary face!



You can grab the book just in time to tackle two incoming Skeletons with punches, kicks, or any objects scattered about the Archives, such as books, ladders, bottles, or boxes. You don't have to hit the Skeletons; just leave via the open door. Note the two Turbo Power Ups allowing you to skip past Amber without the grotesque smooching!

## Scene 12: Wine Cellar

**Health: 30**  
**Challenge: Yes**  
**Enemy Type: Spiders, Imps, Big Head Imp, Skeletons, Haunted Door**  
**Difficulty: **



As you enter the Wine Cellar, the door seals behind you. Head straight ahead and slap two incoming Spiders. There's a One-Hit Wonder Power Up to your right, allowing each hit to take down a Ghoulie. Come back for this when you're getting swamped!



Pick up and throw some bottles of champagne and a barrel. Continue to the far end of the left side of the Cellar to another Spider and a large wine drum.

### A Rare Find! Rare Bonus Book #12



*When you smash the drum, up to six Imps pour out. Make short work of them, then look on the ground nearby (to the right of the huge wine barrel) for your next Rare Bonus Book. Don't leave without it!*



Cross to the right, slap another couple of Spiders, then head for the open door. Or, move between the two stacks of wine, back to the initial end of the Cellar, and make a left.



Slap a Spider, then watch out for three Skeletons appearing from the drum in the corner. If any of the Skeletons has an idea (a light bulb appears above them), smack it first, lest it find a bottle or barrel to throw at you.



Follow the edge of the right wall, up the perimeter of the room, and smack around four more Spiders, three of which appear from a final wine drum. Now head for the exit door.



It's a Haunted Door! Battling enemies up to this time has been optional, but you must destroy the Haunted Door before you can leave.



Quickly run at the Haunted Door before it launches three springing attacks with its handle. These attacks are as annoying as they are deadly. Judge when they're coming and how far away you can stand, then run in between attacks.



Pick up something to throw at the door if the battle isn't going well, but stay far enough away. Run to the other side of the room for an object, then return to throw it, and continue to pummel the door (hold the right thumbstick) until it glows red.



It tries to swipe you, so back up. Dart in again between handle attacks, or start a fight between enemies by coaxing a Spider to spin into the door. Keep attacking until the door shatters. Now run to the open exit, and begin your second Chapter....





# CHAPTER 2: THE RESTORATION

## Scene 1: Kitchen

**Health: 20**  
**Challenge: Yes**  
**Enemy Type:**  
**Fire Imps,**  
**Skeleton**  
**Difficulty:** ☠☠



After von Ghouf fiddles with your Health, follow the corridor and go up the stairs into the Kitchen. Cooper witnesses a flock of Fire Imps interfering with Cook!



Cook shouts for help; the Imps are "spoilin' the broth!" Cook hands Cooper a Fire Extinguisher to help cool off those pesky varmints. Hold the right thumbstick to aim and fire the extinguisher; tap it to swing the extinguisher in a regular close attack. Watch out for that fuel gauge—let the pointer replenish the fuel! There are Energy Boosts around the room, and a Super Weapons Power Up on the Kitchen work-surface next to Ma.



When the action begins, retreat to the plum pudding on the table, and start to spray in short bursts.



Whaaagh! If you step too close to the Telephone on the stove near Cook, it releases a scary face, incapacitating you for a couple of seconds. Stay away!



When you've finished firing at the Imps near you, mop up any near Cook. The door unseals and in comes a Skeleton. Cook introduces herself: Ma Soupswill is her name, and fine cooking is her game!



Cooper tells Ma that Crivens recommended her to cure Amber. Ma Soupswill tells Cooper that Amber needs her "Special Potion." Alas, she's out of the three special ingredients needed to make it.



The first of these ingredients are Glow-worms. They used to light the lantern in the Lighthouse, which Ma marks on your map. The best way to get there is through the Scullery.



There are six doors in the Kitchen, not including the one you just opened, making this a place you'll return to. Check the dinner plate, rolling pin, and other objects if you wish, since you gave the Fire Extinguisher back to Ma.

### Rare Aware: Check This Out!

A few bulletin boards on the Kitchen walls show off some of *Rare's* premiere bear-and-bird characters. But did you spot this picture? It's the front cover for an *Ultimate: Play the Game!* title called *Mire Mare!*



Poster #9: Mire Mare. Find it on the wall to the left of the entrance stairs leading into the Kitchen (and other walls in subsequent rooms).



*This was cover artwork for a game that was never released, but was said to have been completed. It was supposed to follow on from one of the three endings to Underwulde (the other two endings being Knight Lore and Pentagram).*

### A Rare Find! Rare Bonus Book #13



*Don't leave the Kitchen behind without checking the two huge fireplaces in the middle of the chamber. The one further away from Ma holds the Rare Bonus Book on the stove, above a saucepan.*

## Scene 2: Scullery

**Health: 40**  
**Challenge: Yes**  
**Enemy Type:**  
**Zombie,**  
**Spiders, Grim**  
**Reaper**  
**Difficulty:** ☠☠



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## A Rare Find! Rare Bonus Book #14



When the door seals behind you, smash the large container on the wheeled cart in the corner. A Rare Bonus Book falls out.



You can pick up the plate and run around the Scullery smashing dishes, continuing to the open door at the other end. Give the plate a longer life by picking up the Super Weapons Power Up on the left shelf, near the entrance.



During this ransacking, dislodge the two highest piles of dishes to produce a Spider, as well as one on the far wall as you enter. Facing off with Spiders is optional. Now what's that appearing in the doorway at the other end of the chamber?



Yipes! It's a Zombie! You must defeat the Zombie within 25 seconds, or the Grim Reaper appears. Use objects or punching to get the job done (optionally grabbing the Knockdown Power Up on the shelf next to the exit), then leave.

### NOTE



The Grim Reaper's appearance doesn't automatically signify the end of your adventure. You can knock him down or get him to take out the Zombie. Tactics on not fearing the Reaper are detailed in the "Training" section.

## Scene 3: Lower Corridors (Take 2!)

**Health: 5**  
**Challenge: No**  
**Enemy Type: Haunted Chairs**  
**Difficulty:** ☠️



As you enter the Lower Corridors, you're given a low Health score, so be careful! Don't step on

the Cursed Power Up, or your controls reverse! Carry a pot toward the chair and throw it before the chair comes to life. You must fight two Haunted Chairs. Note the three pots you can smash each hold one Energy Boost.

## A Rare Find! Rare Bonus Book #15



Smash the pots to uncover Energy Boosts, but before you stride through the open door on your right, check the brick wall alcove. The Rare Bonus Book is behind the wooden box marked "Fragile." Kick or remove it, then claim the book.

## Scene 4: Embassy Ballroom

**Health: 15**  
**Challenge: No**  
**(Yes, if you attack an enemy)**  
**Enemy Type: Blob, Skeletons, Zombies, Ancient Mummy**  
**Difficulty:** ☠️☠️



You walk through a curtain and up some steps to the edge of a ballroom, where you leap out of your skin at the sight of a monstrous Blob. There's a five-button Super Scary Shock to overcome.



Restart if you fainted, then move up onto the perimeter of the dance floor, where you find nine Ghoulies—five Skeletons and four Zombies—and an Ancient Mummy DJ'ing on a gramophone!

### TIP

This room is extremely simple to navigate. Enter the dance floor (don't touch any dancers), head through the exit at the opposite left end of the dance floor, go up onto the stage (ignore the Mummy), and head to the door behind the stage itself. Simple!



Avoiding combat is a plan, but where's the fun in that? Instead, don't enter the ballroom floor yet. Turn left and run around the perimeter. Pick up the two piles of bottles and the pot plant, and throw them at the dancers. You'll have the chance to stock up on three Energy Boosts, too—pick them up from the tables.



Smash the tables and the painting of Ghouhaven near the entrance for Health before you pick up another pot plant. Then enter the open gate, which closes behind you. Throw the plant at the nearest freak.





This is good practice for later combat. When you strike a dancer, the door behind the stage seals, and all nine undead close in. Defeat both Zombies and Skeletons.



Avoid getting swamped by deviants by running around the dance floor, and smash the pictures at the base of some of the pillars for extra powerups. There's a violin beside one of the pillars to the right of the stage.



When all Zombies are downed, the exit gate opens. Pass through into the area leading to a sealed exit and the stage. Quickly move down the corridor.

### A Rare Find! Rare Bonus Book #16



Inspect the tea caddy on the right side and a Rare Bonus Book is stacked under it. Ignore the broom and this secondary sealed door, and return to the stage.



Ignore the lunatic Mummy DJ and head for the open exit behind him. He's impossible to defeat. He attacks you when you attempt to storm the stage.

## Scene 5: Conservatory

**Health: 20**  
**Challenge: Yes**  
**Enemy Type: Ninja Imps**  
**Difficulty:** 🧟🧟🧟

### A Rare Find! Rare Bonus Book #17



When you enter this huge greenhouse, stroll around the two benches and table in front of you for the Rare Bonus Book propped against the back of the right bench.

### Kidnapped Kid!



Stroll down the main route through this room, and you see a schoolgirl tied to a giant cactus. That's gotta be uncomfortable! Remember her for later!



Head right, past the cactus, until you encounter a strange little Imp clad in a gi. This is a Ninja Imp, with impressive combat and maneuvering powers. Squash it!



Fifteen Ninja Imps immediately crash through the roof. One of them holds the key to the sealed exit door. Keep hitting them until one gives up the key. Remember to skirt the edge of the room for Energy Boosts, and a Freeze Power Up that allows you to hit the Imps while they're standing still.



Whaaagh! Watch out for the Hag in the garden behind the windows, at one end of the crate of toys. She Scares you silly unless you head out of her radius, which is a terrible problem if you're in combat.



The toy crate is a great way of sweeping a load of Ninja Imps off their feet, but be sure to chase

them down and finish them off. When the key is dropped, you can exit.



Run for the open door. Ninja Imps continue to drop from the ceiling until you run out of Health. Get out of here!

## Scene 6: Boathouse

**Health: 15**  
**Challenge: No**  
**(Yes, if you take down two enemies)**  
**Enemy Type: Zombies, Imps, Skeletons, Grim Reaper, Spooky Granny**  
**Difficulty:** 🧟🧟



Cooper runs out of the mansion and into the Boathouse, where he's frightened by a gigantic ginger bush! It's Fiddlesworth the Groundskeeper.





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The Lighthouse was a grand area until it became infested with undead. Fiddlesworth hands you a water squirter full of sacred fluids. The Ghoulies don't appreciate it too much.



Holding the right thumbstick fires the squirter. Tapping it uses the pistol as a melee weapon, just like the Fire Extinguisher. But don't damage it—that squirter belongs to Little Willy Fiddlesworth.



Enter the Boathouse, run right past the Zombie duo, and out the exit. Grab the Rare Bonus Book first!



If you attack and destroy the two Zombies, you are ambushed by two Zombies, two Skeletons, and

two Imps. One of these enemy types (usually Zombies; shown in the top left corner) must be dispatched within 35 seconds to avoid the Grim Reaper's wrath.



It is difficult to take out Imps. Only Zombies are affected by the squirter. Swipe at Imps and Skeletons when you're near them (the type of enemy you're supposed to hit flees, making this trap even more hellacious), and avoid the Reaper if he appears. When you've disposed of the two specific enemies, flee for the door!



If the undead squirting shenanigans wasn't difficult enough, you'll need to watch out if you're treading around the far left part of the shack, near the swordfish. Spooky Granny sometimes appears to Scare you silly!

## A Rare Find! Rare Bonus Book #18




As soon as you enter the Boathouse, run along the right wall and check a bucket near a shelf, to the right of a window, and collect the Rare Bonus Book.

## Rare Aware: Check This Out!



Some sea-faring folk are in these parts, as the Boathouse is stocked with remedies such as Captain Blackeye's Barnacle Removal.

## Scene 7: Lighthouse Store

**Health: 10**  
**Challenge: Yes**  
**Enemy Type: Medusa, Spiders, Zombie**  
**Difficulty:** 

## A Rare Find! Rare Bonus Book #19



Before you freak out and encounter the fearsome Medusa, look to your right, next to the door you came through to find a Rare Bonus Book.



Avoid her eye beams lest you need to quickly tap a five-button code: **A**, **B**, **X**, and **Y** used randomly.



Remove the Medusa menace first by attacking from behind, remembering to tap the thumbstick. Once she's disposed of, smash the nearby boxes to find the key. Freeze her with a Freeze Power Up available inside the boxes on the ground to the right of the balcony area. At the far side of the room is a can that stops the button-pressing when you're seen by the Medusa. Nab that, too!



The key is randomly positioned in one of the three boxes marked with a "Rare" stamp. The only other objects of interest are the barrels near the exit balcony—smash these and you have to face two Spiders (use the melee attack). The rest of the crates have Energy Boosts, or they contain Cursed Power Ups which slow you down).



When the coast is clear, head up onto the balcony toward the now-open door, and squirt the waiting Zombie with your water squirter. Step up into the Lighthouse living area.



## Scene 8: Lighthouse Living Quarters

**Health: 15**  
**Challenge: No**  
**Enemy Type:**  
**Zombies,**  
**Haunted**  
**Television,**  
**Zombie Pirate**  
**Difficulty:** ☠☠



When you enter this circular room, two Zombies are playing cards, and aren't getting along. The green smiley face above them means they are traitors, and should be left alone to attack each other.

### CAUTION

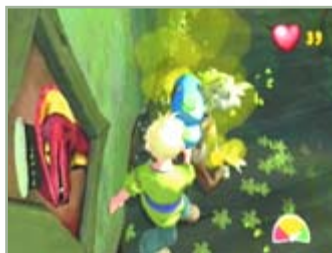
**Keep watching those traitorous Ghoulies! Once they run out of their own kind to attack, they turn on you.**



Leave the two Zombies to their card dispute and check the room. The Television comes to life and creates more Zombies.



That's not all. When you attempt to leave via the open exit door, a Zombie Pirate wobbles out to attack. Finish all the enemies in this room with your water squirter including the Haunted Television. Its electrical discharge makes it very susceptible to water.



You don't need to fight any of the enemies in this room. You can dodge the Zombie Pirate and exit. But have a look around first. There's a Turbo Power Up in the long low cabinet near the exit, and a Super Weapons Power Up, too. Don't forget the 25 Energy Boost on the card table!

### A Rare Find! Rare Bonus Book #20



*The pile of books next to the toilet yields the Rare Bonus Book. Don't spend too long near this foul water closet—look at that brown steam!*



## Scene 9: Lighthouse Lantern Room

**Health: 10**  
**Challenge: No**  
**Enemy Type:**  
**Big Head Imp**  
**Difficulty:** ☠



Head up the stairs to the top of the Lighthouse to a large platform with two jars of Glow-worms lighting the marsh and seashore. Smash and grab, and Ma Soupswill tells you to come on back! The door opens; find the Rare Bonus Book, attack the incoming Big Head Imp, and exit down the stairs.

### A Rare Find! Rare Bonus Book #21



*Before you jog back downstairs, move to the end of the floor you're on and break open the set of barrels near the balcony overlooking the spiral steps. Out pops a Rare Bonus Book!*



## Scene 10: Lighthouse Living Quarters (Take 2!)

**Health: 5**  
**Challenge: Yes**  
**Enemy Type:**  
**Zombies,**  
**Haunted**  
**Television,**  
**Grim Reaper**  
**Difficulty:** ☠☠



You see a Haunted Television when you return here. Ignore it and grab the 25 Energy Boost. When you approach the door, it closes and the Challenge begins. You have 60 seconds to destroy 10 Zombies or the Reaper returns to wreak havoc.



Stay where you are as Zombies crash out of chests and scenery. Squirt them in quick bursts and strike them with a melee swipe when they get too close. There's a Time Extension Power Up on the bed and another near the bathtub (inside a box), each giving you +10 seconds. There is also a Super Weapons Power Up in the lower cupboard.



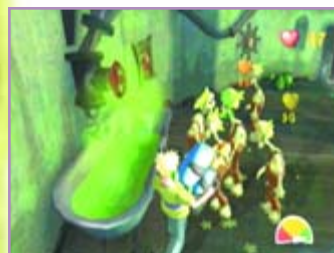
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Too many Zombies? Floor a couple with thumbstick taps, then squirt them (remember your limited supply of water!). Mop up five more Zombies and the Television and you should finish with about 10 seconds to spare.

## A Rare Find! Rare Bonus Book #22



*Hold on a moment! You've just been here, but that doesn't mean you should forget another Rare Bonus Book hunt! This one's near the bathtub full of green gunk; move toward this foul washing area and you'll spot it!*

## Scene 11: Lighthouse Store (Take 2!)

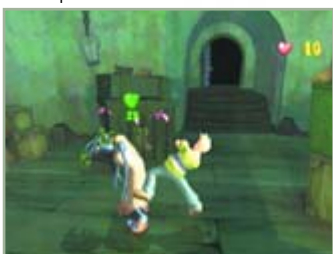
**Health: 10**  
**Challenge: No**  
**Enemy Type: Spiders, Medusas**  
**Difficulty:** ☹️☹️



Mr. Fiddlesworth congratulates you and asks for his weapon back. He tells you to run along back to Ma. Better take that advice.



After he leaves, run along the balcony, through the boxes, and toward the open door. There's no Challenge here unless you want a scrap.



If you do, attack both Medusas from behind. Keep holding the right thumbstick to pummel them, following and kicking them while they're down. Remember they cause a five-button Super Scary Shock. If you need help, smash the boxes to the right of the balcony on the ground floor, and obtain the Ghoulie Freeze Power Up. There's two Cursed Power Ups inside boxes just like before.



You also find yourself fighting off six Spiders if you smash any of the three sets of Rare boxes. These Spiders cast a web, which is more dangerous if the Medusas are still around. Deal with the Spiders last, then leave.

## A Rare Find! Rare Bonus Book #23



*Another Rare Bonus Book is hidden inside the two small boxes and grain bags propped up against the end of the balcony, to the left of the door you came through. Snatch the book before you flee the scene.*

## Scene 12: Boathouse (Take 2!)

**Health: 45**  
**Challenge: Yes**  
**Enemy Type: Hunchback, Imps, Spiders, Spooky Granny**  
**Difficulty:** ☹️☹️☹️☹️



Enter the Boathouse, run to the door on the opposite wall to the left, and it slams behind you as a gigantic lolloping mutant saunters into view. This is the dreaded Hunchback.



This looker has an incredibly strong constitution and a rotating arm thwack that's almost impossible to dodge! But there's a way to tackle him without losing Health.



Pummel him from behind, stopping only if he turns red. If this happens, he's about to launch his rotating attack. Back off and run around the central pile of junk until the Hunchback's anger subsides.



Strike the Hunchback a couple of times and you see that he shields his face by turning when you run around to face him. Pummel him with seven or eight quick attacks, then run and smash his face. Only be wary of your position when you're near the window close to the exit door, as a Spooky Granny sometimes starts cleaning here, and can Scare you!



You can throw the swordfish, barrels, or even the pots at the Hunchback, but it's best to get him in an open space, attack, then move around him while connecting with your hits. When he falls to the ground, back up so he stands, then attack again—he's invincible when sitting.







Continue to strike while moving around the Hunchback's side, and you reach his head, where the real damage starts. Back off when he flashes red, then repeat this attack pattern until the Hunchback doesn't look good! Check the surrounding junk for Turbo Power Ups. Now leave via the open door.

### TIP

**Bring out the Imps! If you want to run a little interference in your Hunchback takedown, smash the barrel to the right of the window at the far right area of the room. Out pops five angry Imps. Move so they attack the Hunchback, which is possible, but usually ends in problems for the Imps. By that time, you can attack with the nearby anchor.**

### A Rare Find! Rare Bonus Book #24



*Don't forget that book collection! This Rare Bonus Book is inside the treasure chest in the middle of the room. The chest is huge, and an enemy popped out of it when you entered this room earlier (but doesn't this time).*



## Scene 13: Dining Room

**Health: 30**  
**Challenge: Yes**  
**Enemy Type: Zombie Pirate, Zombie Pirate Captain, Skeleton, the Munching Cavalier**  
**Difficulty:**



After entering the Dining Room corridor and smashing some scenery, you stumble across a Pirate's feast! The Pirate leader is sure you've come to steal his vittles, and orders 'Andsome Pete to skewer you, you landlubber!



You can engage a Pirate or two, then head toward the exit, or you can destroy a Pirate to make the captain irate—Cooper needs to learn some respect! You must tackle all Pirate enemies of any kind (but not Skeletons).

### Kidnapped Kid!



*There's a kiddie with glasses trussed up like a turkey—literally—inside a serving plate on a table. Remember to return for him later.*



Three servant Skeletons attack you first. But if you defeat the Pirate Captain first, the Skeletons jump ship and fight against the Pirates.



When two Pirates are dispatched, reinforcements crash through the three large windows. You have numerous hamburgers, bottles, and sides of meat to use as weaponry. Also check the corners of the room—there's a Freeze Power Up in the far right corner, Invulnerability Power Up near the Skeletons' starting point and on the table, and Energy Boosts everywhere! Check the grandfather clock for a One-Hit Wonder Power Up, and the two urns by the exit for two five-point Energy Boosts!



The Zombie Pirates are hardy and numerous. Position yourself in a narrow space where Pirates can only attack you one at a time—like between the Captain's long table and the wall. If a Pirate flashes red, he's about to throw a treasure chest—get out of the way.



There are around 15 Pirates to slay, as well as the Captain, before the door unseals. When the door opens, check the room out, then leave via the only open exit. Watch out for an appearance of a Munching Cavalier ghost, he sometimes appears to Scare you!

### A Rare Find! Rare Bonus Book #25



*If you check the chomping Zombie Pirate Captain, you'll see he's got some reading matter at the feast—your Rare Bonus Book! It's on the long end table next to the Captain's starting position.*

## Scene 14: Embassy Ballroom (Take 2!)

**Health: 15**  
**Methid # 1**  
**Challenge: No**  
**Method #2**  
**Challenge: Yes**  
**Enemy Type: Skeleton, Zombie, Blob, Haunted Chair**  
**Method #1**  
**Difficulty:**   
**Method #2**  
**Difficulty:**



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There are two ways to complete this chamber. One is easy and the other is desperately difficult. Smash the caddy before you enter the stage for an Energy Boost.

## Method #1: Bossa Nova Your Butt Outta Here!



Walk straight through the gate onto the dance floor. The door shuts behind you. Carefully maneuver to the open gate on the other side of the room to your left.



If you touch any dancing deviant, you automatically start Method #2, so be calm and wait for the Skeleton that blocks your path at the gate to move out of the way. Head through the gate to safety.

## Method #2: Murder on the Dance Floor!



If you decide to take out all 18 dancers, move up onto the stage area and smash the double bass case. Inside is a set of bottles.



First throw the speaker that you find in the stairwell behind the stage area. It contains a hidden mummy, who will burst from the speaker on impact and attack the other Ghoulies. Then throw the gramophone, the other speaker, and more bottles at the assembled dancers to whittle their energy down. Don't worry about hitting the friendly mummy, as he is immune to your attacks. Move through the gate and onto the dance floor, ideally with the broom that's near the entrance door.



Strike or touch a dancer and the whole lot of them chases you! Now you need to take out the Skeletons and the horde of Zombies! This is easier said than done!



Run around the dance floor in a circular motion, so that the enemies take a swing at you and hopefully hit their neighbor, starting a fight. Let the undead take each other out while you run. If you need help, smash the middle painting on the outer column and a Freeze Power Up pops out. Tag as many undead while this Power Up is effective.



If you don't run, you can fight, but you'll be hit too often to survive unless the enemies are significantly weakened. Once all the undead are dusted, exit via the gate.

## Back on Track!



On the other side of the gate, smash the propped up painting of Ghouhaven and grab the Shocker Blocker Power Up. There's a five-button Super Scary Shock to overcome (press of A, B, X, or Y). That Blob is back!

## A Rare Find! Rare Bonus Book #26



*Before you leave, run around the sectioned-off area of the room, past the three tables, smash the Haunted Chair, and pick up the Rare Bonus Book from the third table.*



You can smash any remaining tables for fun, then head down the steps, past the painting of Fiddlesworth, and out of the open door.

## Scene 15: Lower Corridors (Take 3!)

**Health: 5**  
**Challenge: No**  
**Enemy Type: Ninja Imp**  
**Difficulty:**

## A Rare Find! Rare Bonus Book #27



*When you enter these corridors, look ahead at the brick alcove. This Rare Bonus Book is propped up against the right wall. Nab it!*



Head down the corridor with an object to throw at two pairs of Ninja Imps who smash out of brown jars. These are easily smacked down. Don't grab the Cursed Power Ups from the jars!



One more jar holds two Ninja Imps, just to the left of the exit door. You don't need to fight them, so head for the door.



## Scene 16: Scullyery (Take 2!)

**Health: 15**  
**Challenge: Yes**  
**Enemy Type:**  
**Zombies, Imps,**  
**Grím Reaper**  
**Difficulty:** 



Wander into the Scullyery and make your way through the shelves to an open area. Two Zombies walk into view. They both need a pummeling, but any Imps you spot do not.



It's safe to hit an Imp once, but hitting one twice dispatches it, and if any Zombies are present, this summons the Reaper. With this in mind, head directly to the first Zombie, wail on it, then move to the second.



Use the plate to tackle the second Zombie. The Challenge finishes after both Zombies are destroyed, then you can safely take care of any Imps, too. Note the extra power of the can near the entrance, and the Dizzy Reaper Power Up further along the initial counter top.

### TIP




Note that four Imps appear—one from the vessel on the cart and three from piles of plates scattered throughout the room. Don't hit these objects while fighting Zombies, or the Challenge becomes much more difficult. Take care of the Imps inside the plates before you reach the Zombies, making the combat easier!

### A Rare Find! Rare Bonus Book #28



Before you leave, rummage around the corner sink in the exit portion of this room, opposite the exit door, and you'll spot a Rare Bonus Book in the sink. Nab it!

## Scene 17: Kitchen (Take 2!)

**Health: 15**  
**Challenge: No**  
**Enemy Type:**  
**Zombie Pirate**  
**Difficulty:** 



When you enter the Kitchen, run straight to Ma Soupwill, and she thanks you for bringing back the Glow-worms. She's putting them in the pot.



Your next ingredient is a Giant Egg! Cooper needs to check the Chicken Shed at the old farm. She shows you on the map. The door leading there opens and in walks a Zombie Pirate.




Avoid him and pass through the ice-encrusted entrance and through the exit door. Or bash this Pirate if you prefer.

### A Rare Find! Rare Bonus Book #29



This Rare Bonus Book is tricky—look between the two fire-places. Pass the sealed door on your right, round the corner to this kitchen area, and pick up the book from the counter top.

## Scene 18: Ffffreezer!

**Health: 15**  
**Challenge: No**  
**Enemy Type:**  
**Zombie Pirate,**  
**Ancient Mummy,**  
**Imp, Zombie,**  
**Skeleton**  
**Difficulty:** 



Step into the freezer. This jaunt is a lot easier than it looks—simply run across the icy floor to the far left side of the room and out of the open door! You've no enemies to fight until you start damaging scenery while looking for the Rare Bonus Book!





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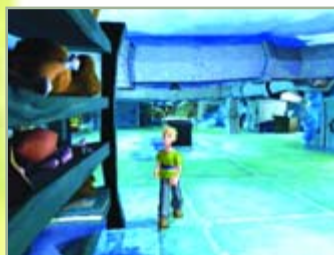
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**Rare Aware: Check This Out!**



While checking out this chamber, did you see the three Imps imbedded in ice? They shatter when you kick them! Also, some monster bug-eyed fish are on those shelves. Check the shark out with the skeletal hand still in it's mouth!

**A Rare Find! Rare Bonus Book #30**



Before running for the exit, check out the large shelf to the right of the freezer to find the Rare Bonus Book.

## Scene 19: Garbage Yard

**Health: 20**  
**Challenge: Yes**

**Enemy Type: Spiders, Grim Reaper, The Munching Cavalier, Blobbelda the Guard Dog**  
**Difficulty:**



Enter the Garbage Yard, kicking open the drainpipes and bags of refuse for any goodies within. Don't smash any objects you can pick up—you need them. Watch for the Munching Cavalier near the meat and garbage pile, and the Guard Dog to the right of the exit.



As you reach the trash can in the middle of the yard, the door slams and a Challenge is set! You need to defeat 30 Spiders using only items you can pick up!



You can use any item, so attack the groups of three Spiders with trash cans, brooms, and other equipment until you defeat the first 12. You can also use the Miniature Cooper Power Up near the exit door, or the one by the window opposite the exit door.



In come 12 more! Coax them all into the central garbage bin area, then swing the bin around and take care of them all at once.



Of course, 12 more arrive—more than you need for victory. Swipe at two to three at a time, not just one. When they lay the web, they congregate around you, which helps you swipe multiple Spiders.

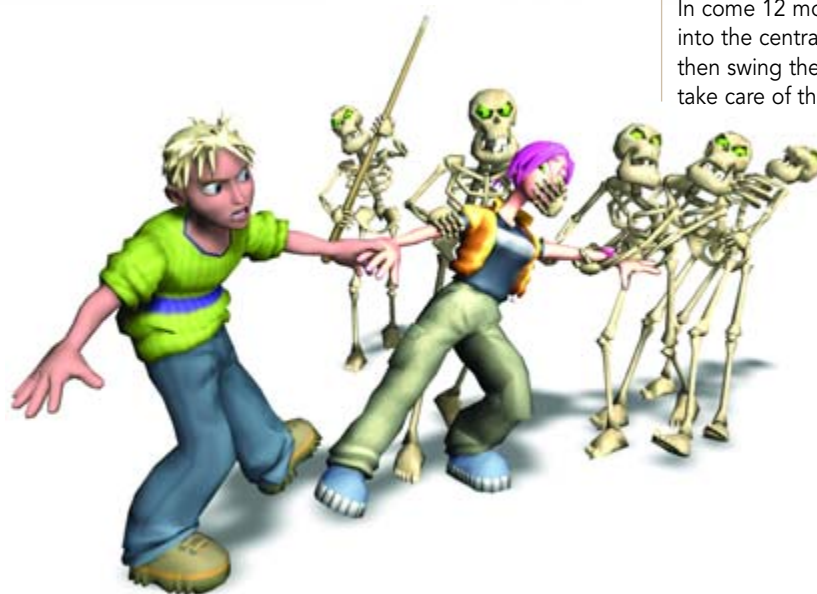


More than enough objects are lying about to get the job done. Once you reach the 30-Spider quota, smack the remaining six with your fists, grab the Rare Bonus Book, and scamper. This area looks huge, but there's only one exit!

**A Rare Find! Rare Bonus Book #31**



Check out a rusting old cooking stove that's in the alcove area with the smashable window. This is opposite the exit door, and the book is inside the cooker hatch door.





## Scene 20: Wood Shed

**Health: 3**  
**Challenge: No**  
**Enemy Type:**  
**Flying Imps,**  
**Spiders,**  
**Spooky Granny,**  
**Medusa**  
**Difficulty:** 🐼🐼🐼



This next room's a doozy, mainly because of your low Health. It gets a little easier when you realize you can run from all the beasties, dodge the Medusa, and head out the open door.



If you want to grab the Rare Bonus Book, you must safely dispose of a new enemy: the evil Flying Imp. Smack the Imp before it charges you, then inspect the ceiling for three Spiders. Spiders drop quickly if you step into the spot light.



Dotted around the initial area are tree stumps to use as weapons and a saw. Grab any Energy Boosts you spot. Move to the far end of this area and two stumps break apart, releasing more Flying Imps. Attack before they're airborne!



Make a right and watch for another Flying Imp appearing from the stump to your left. Throw the stump at another emerging Imp.



Dodge the Spider that drops from above, wait for it to roll and dizzy itself, then kick it. Continue around past the large green bush on your left. Another Imp and Spider appear here. This area has an Invulnerability Power Up, so grab it after you kick the logs!



Reach the large-leafed plant growing from the left wall, and smash another Imp. Watch out for the Spooky Granny that sometimes appears here. You can turn right, or continue ahead to a nest of Spiders on a plant. Smack all three, then run around the saw table.



Head through the gaps between the logs, dispatch another Imp, then watch out! A Medusa is prowling around, and there's a five-button Super Scary Shock to overcome if you're caught in her green eye beams.



Smack another Imp before the Medusa sees you, then run behind her and attack until she's defeated. Now with Rare Bonus Book in hand, exit through the open door.

### A Rare Find! Rare Bonus Book #32



*When you reached the large saw table, you'll have spotted the three Spiders on the tree, but what about the book at the foot of the tree? Grab that before you face the Medusa and leave.*

## Scene 21: Farmyard

**Health: 35**  
**Challenge: Yes**  
**Enemy Type:**  
**Imp, Zombi**  
**Pirate,**  
**Zombies, Flying**  
**Imps, Ninja**  
**Imps,**  
**Skeletons, Grim**  
**Reaper,**  
**Blubbelda the**  
**Guard Dog**  
**Difficulty:** 🐼🐼🐼

### NOTE

If the Scene is too difficult to complete, grab the Challenge Completed Power Up to the right of where Cooper entered.



Fiddlesworth is having a terrible time with an angry Imp, and needs you to remove this foe from the groundskeeper's vicinity. Run into the Farmyard quickly. Hey, that Imp's the infamous Roger the Cabin Boy! Get him!



After you bash the Imp, a Zombie Pirate drops in from above. That Imp was Roger the Cabin Boy, and Cooper's going to be taught some manners! Grab a Miniature Cooper Power Up along the right fence, then run into the chicken pen and grab a trough, and let the mini-guy take down Roger for you!





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You've 60 seconds to dispatch two Zombies, the Pirate, two Flying Imps, two Ninja Imps, and two Skeletons. Plan your attacks meticulously, or run back to the entrance door, around the back of the brick wall, and take the Challenge Completed Power Up to complete the Challenge at once!!



Start by whacking the Zombies near you, then hoof the Imp types when they appear. When you have about 15 seconds left, head to the chicken pen where the Skeletons mill about, unless you started here earlier. Also note the Miniature Cooper Power Up in the well bucket. Watch out for a scary Blobbelda the Guard Dog!



Knock the Skeletons around, using the pig trough, wheelbarrow, or saws. Alas, it's very difficult to take care of everyone before the Reaper arrives.



But you should only have one or two foes left to tackle. Maneuver so the Reaper points his finger at the remaining enemies. If the Reaper closes in on you, attack him with a flurry of punches until you knock him down. This buys some time for you to finish off the remaining undead; the Pirate flees when there's only ten seconds left, so you'll need to catch him! Upon completion of the Challenge, you automatically proceed to the Chicken Shed.



Cooper managed to tackle all the Ghoulies and bash the Reaper without succumbing to the famous finger of death! Fiddlesworth is thankful for your help.



He notices that you're off to the Chicken Shed, and warns you that the chickens in there aren't normal. He has something to help you out. He presents you with Ol' Edna, the garlic shooter.



## A Rare Find! Rare Bonus Book #33



*It is terribly important to locate this Rare Bonus Book before attacking Roger the Cabin Boy, as you'll automatically be sent to the next Scene after the colossal fight. The book is inside the wood chipper instrument near the sealed door to the left of your starting position.*

## Scene 22: Chicken Shed

**Health: 15**  
**Challenge: Yes**  
**Enemy Type: Chickens, Vampire Chickens**  
**Difficulty:** [Four skull icons]



Walk into the Chicken Shed. Lordy! There's the Giant Egg! Follow Ma's advice and move toward the nest. The Chicken Shed houses two types of chicken: regular and Vampire Chickens.



Regular chickens are brown, and won't attack unless you fire Ol' Edna. If you hit a chicken, it

creates an egg around itself and hatches into a Vampire Chicken! Shoot the egg. Up until the egg is found, the regular chickens just lose Health. Vampire Chickens can be taken down with one shot.



Wind along the mesh roll pathway, taking out three regular and one Vampire Chicken, until you reach the Giant Egg. It's a little too quiet in here, don't you think?



Grab the egg, follow Ma's advice, and bring it on home! Uh-oh! The Baron pops up, admonishing you for stealing his breakfast! The icon means you only need to survive the next 60 seconds, and the escape door opens.



The egg alarm has gone off! Now you have the difficult task of heading back to the entrance door, which unseals after 60 seconds. Do not stand and fight!







Although standing your ground works initially, you'll be swamped by the sheer number of Vampire Chickens



Instead, start zigzagging around the path, turning the camera to check for incoming flying Vampire Chickens.



Fire at Vampire Chickens in front of you, or you're caught by the half-dozen behind you. Move right to the exit door and make a stand with Edna. The instant time runs out, bolt through the door.

### A Rare Find! Rare Bonus Book #34



On the way to the Giant Egg, remember to inspect the area behind the three bales of hay. The Rare Bonus Book is resting on the third partially-hidden bale.



Cooper strides back to Fiddlesworth with the Giant Egg. Ol' Edna is given back to her owner. Hold on! Who's that rustling in the bushes?



It's a strange-looking Skeleton! It's Mr. Ribs! He grabs the Giant Egg and runs off! Time for a game of "chase me, chase me!"

## Scene 23: Farmyard (Take 2!)

**Health: 5**  
**Challenge: No**  
**Enemy Type: Ninja Imps, Big Head Imp, Vampire Chickens, Skeletons, Blobbelda the Guard Dog**  
**Difficulty:**



You can ignore or attack the assembled beasties. If you want a fracas, head into the chicken pen,

pick up a trough, and use it on the Ninja Imps on the well. Don't attack the Vampire Chickens since they can't be defeated!



Stay in this area until all Imps are downed, then pick up a wheelbarrow and head for the Imp on the fence. Three Skeletons leap out of the bushes. Smash them with the wheelbarrow, then finish the Imp. Remember to grab the Traitor Fever Power Up near the well so all enemies attack each other, and not you!



After a final Skeleton smack, head for the open barn door, watching out for a Blobbelda Scare that sometimes occurs near the sealed door on your right. Move toward Mr. Ribs and grab the Rare Bonus Book before you follow him into the Workshop.

### A Rare Find! Rare Bonus Book #35



This Rare Bonus Book is propped up against the white picket fence where Skeletons and Imps leap in from. Grab it while Traitor Fever is occurring.

## Scene 24: Workshop

**Health: 35**  
**Challenge: Yes**  
**Enemy Type: Skeleton, Ancient Mummies, Cursed Mummies, Vampire Chicken, Spider**  
**Difficulty:**



As you walk into the sweltering Workshop, you see a Skeleton cooking a full English breakfast, and he isn't happy to see you.



Mr. Ribs runs for the exit door, leaving you with 10 enemies to demolish and a key to find! Start with the Skeleton, but make sure he doesn't smash any pots—some contain Mummies.



When the Skeleton is out, a Mummy smashes from a pot. Run around the furnace toward it, and stop it next to the open fire. Hit it, then turn so your flurry of blows knocks it into the fire.



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Stay by the furnace as two more Mummies appear (defeat them in the same way), and then three more. After this fracas, four Mummies appear from pots. These must be smacked into the fire with haste.

## TIP

**Fighting multiple Mummies without a torch is dangerous, so get them to attack each other. Wrestle the thumbsticks if you're dazed (you don't want to be hit by the scepter). If you knock a Mummy to the ground but not into the fire, run around and keep hitting it while positioning yourself opposite the fire, to ensure that it cooks. Also, if you're low on Health, smash the furnace gate in the middle of one of the outer walls, break the pot inside, and snag a 25 Energy Boost!**



Three of the last four Mummies are enough to complete your first Challenge. The next task is finding the key, which is hidden in one of the pots surrounding the room (these have a Rare symbol on them). Exit through the open door after grabbing the Rare Bonus Book.



Also hidden in pots are a Vampire Chicken, a Cursed Mummy, and a Spider. Hoof the first two into the furnace, or run away from them. The Cursed Mummy in particular is a frightening enemy—don't conjure him from his vase until all the regular Mummies are gone, or pick the vase up and throw it into the fire for an easy takedown!

## A Rare Find! Rare Bonus Book #36



The Rare Bonus Book is on the floor near a table to the right of some huge pots.

## Scene 25: Lower Corridors (Take 4!)

**Health: 10**  
**Challenge: Yes**  
**Enemy Type: Haunted Chairs, Grim Reaper, Hag, Grasping Hand**  
**Difficulty:**



Mr. Ribs gallivants through a door at the other end of the Lower Corridors, while you're left with a Challenge—don't get hit, unless you want the Reaper on your tail!



This is somewhat difficult as there are four Haunted Chairs to smack around, and they slide into you quickly. If this happens, run around the corner and away from the Reaper. Use the One-Hit Wonder Power Up from the first jar to break them apart easily.



No chairs need to be smashed to leave this room, so run to the door after securing the book. You can smack the Reaper around if you time your attacks right.



Whaaah! If you look to the right as you're heading down the corridor, you'll sometimes see a scary Hag outside the window! Watch out; don't get Scared by her!



Whaaah! When you reach the exit door, prepare for a Super Scary Shock! A Grasping Hand appears from the floor and shakes

you around. You must tap six buttons in quick succession to keep yourself from wandering around in shock.

## A Rare Find! Rare Bonus Book #37



Before you're grasped, check the Gigantic Spider behind the barred area at the end of the corridor. That's cool, but not as cool as the Rare Bonus Book inside the urn on your right. Smash and grab!

## Scene 26: Pantry

**Health: 15**  
**Challenge: Yes**  
**Enemy Type: Haunted Coat, Imps, Haunted Door, Grim Reaper**  
**Difficulty:**

## Rare Aware: Check This Out!



As you progress around the Pantry, you spot some "RareWare" flour (established 1984), as well as some fine foodstuffs, such as "Mrs. Bottles Tea Bags" and "Spooky Soup." Mrs. Bottles is sure to be related to Bottles the Mole, a character in Banjo and Kazooie.





Top of the list of unsavory treats to refrain from tasting are "Mr. Pants Chocolate Treats."

### Kidnapped Kid!



Just before you tackle your Haunted Coat, check the two freezers. The left one has a girl manacled inside! Remember to free her later into this adventure.



Stride into the room, and you see Mr. Ribs heading out of the exit. That pile of clothes comes to life! Make short work of this set of rags, and head for the exit door.



Wait! There's a Haunted Door at the end of this corridor, and it comes to life when you approach. There's a special Challenge stipulation; you must not hit any Imps.



This is difficult, especially if you let the door bounce out into the center of the Pantry. The plan: Smash the foodstuff table to the right of the coat until two Imps appear. Do this before you move to the Haunted Door and activate the second Challenge. Note there's an Invulnerability Power Up in the cupboards, along with Energy Boost and a Miniature Cooper Power Up.



Smack both Imps and defeat them, then move and activate the Haunted Door. Continuously pummel the door at the exit doorway, and it won't get a hit in. Now exit without fearing the Reaper!

### A Rare Find! Rare Bonus Book #38



Smash the barrel to the left of the exit door for the Rare Bonus Book. You might want to grab the Challenge Completed Power Up as well, as it completes the Challenge for you!

## Scene 27: Kitchen (Take 3!)

**Health: 50**  
**Challenge: Yes**  
**Enemy Type: Mr. Ribs**  
**Difficulty:**



Enter the Kitchen, and Cooper laughs at Mr. Ribs. There's nowhere to run! Start to pummel that freaky Skeleton. Hmmm....he goes down easily. Chase him, picking up objects to throw as he increases his speed.

### A Rare Find! Rare Bonus Book #39



Stop! Before you tackle Mr. Ribs, be sure to revisit the entrance to the Fffreezer room; your Rare Bonus Book is propped up against the left wall near it. Then finish that skeleton, or you'll miss your book-grabbing opportunity!



Find the book, then finish off Mr. Ribs. Cooper steps over the shaken Mr. Ribs, and is about to smash his skull when Ma Soupswill comes running in. Don't hurt Mr. Ribs—he's Ma's assistant!



Fortunately, Mr. Ribs is okay; there are no broken bones. He tosses the egg at you, and Ma throws it into the pot. A mighty fine brew! Now all you need is a sprig of Dungweed. It grows in the Walled Garden, and the best way to get there is via the Grand Hallway.

## Scene 28: Grand Hallway (Take 2!)

**Health: 20**  
**Challenge: Yes**  
**Enemy Type: Skeleton Maids, Haunted Paintings, Grim Reaper, Spooky Grandpa**  
**Difficulty:**



You step from the Kitchen into a side door and out into the Grand Hallway to find a couple of Skeleton Maids armed with feather dusters. Smash them, then move to the open doorway. Don't break anything; you can grab the Invisibility Power Up near a pillar to ensure you aren't spotted before you attack!



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The doorway is flanked by two Haunted Paintings—nasty little blighters with a buzzing attack. Attack them, or ignore all the enemies and head through the open door. Easy!



Whaagh! It's that Spooky Grandpa again! He's sometimes found leafing through the books at the right side bookcase under the stairs. Don't freak out if he spots you!



That Ghouhaven symbol means that nothing must be touched in this room—no chairs broken, bookcases punched, or any item left out of place—or the Reaper arrives. Take the Rare Bonus Book, then leave to the ground floor.



## A Rare Find! Rare Bonus Book #40



Dispatch the two Haunted Paintings and a Rare Bonus Book falls out of the second defeated painting.

## Scene 29: Cloakroom

**Health: 30**

**Challenge: Yes**

**Enemy Type: Haunted Coats, Ancient Mummy, Imps, Hag, Grim Reaper**

**Difficulty:**



The Challenge in this chamber is tricky, because the enemy you must slay changes every time. Amid the trunks and coats, three Haunted Coats wait to revive themselves and attack.



When you reach your first coat, a 40-second timer starts and an enemy appears. Defeat all the enemies of this kind within that time, or the Reaper appears. Grab the Time Extension Power Ups around the room to make sure the Reaper isn't called.



Knock out two of the three coats, and an Ancient Mummy should appear, as does a Haunted Painting down the exit corridor.



Take out a couple of coats so more enemies appear, then defeat them. If the Reaper appears, be aware of where the Reaper is. He starts from your exit door.



If you have to destroy the Mummy, you've drawn the short straw. He's invincible! The only way to achieve the goal is to knock him into the path of the Reaper and let the scythe-wielding spook take care of him, or kick him out of the window. Whatever the situation, take the Rare Bonus Book, and leave through the only open door.



Don't freak out when you're close to the windows, as the Hag appears behind both of them (if you're unlucky). Grab the Super Weapons Power Up from the left window. The window near the

exit door has a Freeze Power Up that helps you halt the enemy progress.

## A Rare Find! Rare Bonus Book #41



Grab your 41st Rare Bonus Book by smashing the right window. The book is behind the curtain on the right. Watch for the nasty Hag!

## Scene 30: Sitting Room

**Health: 15**

**Challenge: Yes**

**Enemy Type: Haunted Chair, Zombies, Skeletons, Freaky Monk, Spooky Grandpa**

**Difficulty:**



Enter the room, and watch out for the Scare you might get from the Freaky Monk lounging on the sofa, or the Spooky Grandpa near the table. Head for the open door to your left. As you reach it, two Skeletons and two Zombies appear.



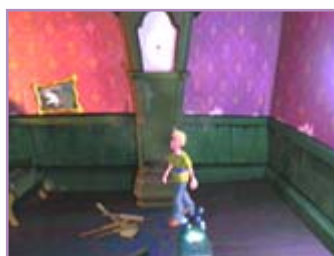


The Challenge sounds complicated, but it means you must look at the top-left corner of your screen and defeat any monster type other than the one with the "X" through it. Simple!



There are five monsters; a Haunted Chair makes an appearance, too. Once you've bashed the appropriate foe types, the door opens. Don't forget the Energy Boosts around the table and the Knockdown Power Up in the side table, as well as that Rare Bonus Book before you leave. And you thought the wolf rug was going to come alive!

### A Rare Find! Rare Bonus Book #42



When you enter this chamber, immediately turn to the right and inspect the grandfather clock. Smash it apart, and out pops a Rare Bonus Book!



## Scene 31: Music Room

**Health: 10**  
**Challenge: No**  
**Enemy Type: Skeleton, Zombie, Ancient Mummies, Hag, Mingella**  
**Difficulty:**



Cooper heads out into the Music Room and spies a strange contraption on the floor. He's just about to nab it when Babs, a cleaning woman, grabs his ear. She wants to know if he's responsible for the sticky mess.



She's mistaken, and gives the Soda Can Shooter to you to throw away. It fires soda cans! The Walled Garden is just through the chamber. You appear inside a Music Room.



You can move behind the couch and out of this room immediately. Or, you can search for the Rare Bonus Book and blast the Skeleton.



Search for the Rare Bonus Book, then take out the Zombie, if you want. Smash the area near the harp for a collection of Miniature Cooper Power Ups. Watch out—that sealed door isn't the way to go. Your exit is already open, and more Mummies are coming.



Inspect the area near the piano for a Traitor Fever Power Up, which helps if you're being swamped by Mummies. Watch out for a Hag appearing in one of the windows! She'll give you a fright! She appears at the window near the harp, too!



If you don't leave the room immediately, more and more Mummies appear until you're swamped. You can fire your Soda Can Shooter so it knocks a Mummy into the fireplace—that's the only way you'll get rid of them. Run!

### Rare Aware: Check This Out!



If you're a fan of the Rare game Banjo and Kazooie, check out the painting on the wall to the left of the exit. That's a crazy witch doctor named Mumbo!



Did you closely inspect the group of paintings to the right of the fireplace? Isn't that a gold Jiggy next to the picture of Ma Soupswill?



Yoiks! As you enter the door to the Walled Garden, prepare for a six-button Super Scary Shock combo as a hideous gargole dog named Mingella appears! He disappears after the attempted fright. Now leave through that door.

### A Rare Find! Rare Bonus Book #43



This Rare Bonus Book is behind the harp in the corner to the left of the window. The Rare Bonus Book is on top of an accordion.





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## Scene 32: Walled Garden

**Health: 5**  
**Challenge: Yes**  
**Enemy Type: Skeletons, Zombie Pirate, Flying Imps, Fire Imp, Vampire Chickens, Ninja Reaper, Blobbelda the Guard Dog**  
**Difficulty:** 



Enter the Walled Garden. There's a sprig of Dungweed near three digging Skeletons. Bring it back home to Ma! Note the sealed door to your left, which you don't access this time.

### Kidnapped Kid!



Keep a mental note of the kid dangling from the serpent fountain in the middle of this garden. When you find the key, he's among the first to be freed.



The rest of the garden is silent, although you can smash the mansion's windows and check the raised porch area (that's where the exit is). Watch out for the Blobbelda Scare at the top of the raised steps! Nab the book, then head to the weed.



Three Skeletons and a Pirate are digging; all ignore you. When you grab the weed, however, they attack you. Which is bad. Shoot the Zombie Pirate task-master so the Skeletons jump ship and fight for Cooper in the upcoming battle. You may want to check the rusting barrels to the right of the weed, behind the bush on the outer wall, as a Super Weapons Power Up and Freeze Power Up are hidden here.



Once you've grabbed the Dungweed, the Baron pipes up. That's his prize-winning plant from the Ghoulsville Spring Fair of '99! He orders it retrieved.



If you didn't take care of the Skeletons earlier, it is difficult to avoid a shovel in the face and the arrival of Mr. Reaper. Blast the digging party beforehand, then turn and shoot Flying Imps.



After you down 10 Imps (it's easy if you stay against the wall and fire slowly and methodically), a Fire Imp appears from the barrel behind the weeds. Ignore it, since you can't defeat it.



Move across the Walled Garden to the raised porch, ignoring or dodging the Vampire Chickens appearing from the bushes. Take care of a Ninja Imp. If you don't, the Reaper appears and gives you quite a fright. Exit.

### A Rare Find! Rare Bonus Book #44




*Before you grab the weed, look for a planter box full of blue and yellow flowers at the foot of the raised area near the outer wall. Your book is planted here!*

### TIP

**Grab the Rare Bonus Book before the Challenge stars.**

## Scene 33: Study

**Health: 10**  
**Challenge: Yes**  
**Enemy Type: Jessie & Clyde, Haunted Telephone, Hag, Imps, Ninja Imps**  
**Difficulty:** 



Here comes trouble! As you enter the study, you encounter a singing Jessie & Clyde: half-girl, half-Cyclops, all mutant! She wakes up when you near her. Beware!



Shoot Jessie & Clyde from range, because one punch from Clyde's muscular arm defeats you. Stay at long range and plug this freak until it yields. Clyde also causes a roomwide shock that incapacitates you and allows him to punch you.



When Jessie & Clyde are finished, inspect the Study. There are numerous pots, shelves, and a desk to ransack for the key, which



is hidden randomly somewhere in the room's jars (usually the pot on the desk, or near the entrance steps).



When you find the key, the exit door opens. Out pop three Ninja Imps. These can appear when Jessie & Clyde are still alive, and they attack the mutant, as do three regular Imps hiding in scenery you smash.



Whaaagh! Watch out for the Telephone on the desk and the window behind the desk; both can give you a Scare (the Hag is sometimes in the bushes outside). When you find the key, exit.

### A Rare Find! Rare Bonus Book #45



When you're ransacking the desk, check the safe for a Challenge Completed Power Up that ends the Challenge, then look on the sill of the side window for the Rare Bonus Book.



### Rare Aware: Check This Out!



Mumbo the witchdoctor is a particular favorite of the Baron's. He keeps both a picture and a stone carving of the Banjo and Kazooie magic-maker on a shelf in this room!

## Scene 34: Music Room (Take 2!)

**Health: 35**  
**Challenge: Yes**  
**Enemy Type: Ninja Imps, Cursed Mummy, Hunchback, Skeletons, Hag**  
**Difficulty:**



This room is tricky to complete, so make sure you follow the plan exactly. When you enter the room, the other exit closes, and out pours a platoon of Ninja Imps!



You have 50 seconds to survive and 30 Imps to tame, although a limitless supply appears from the windows of the room. Stay at the entrance so you aren't swamped. You have to survive until the door opens.



Turn right and shoot trios of Imps as they land from outside. Continue until you're swamped or run out of Soda Gun Shooter power, then run around the sofa until the gun recharges, or grab a Super Weapons Power Up from the side sofa.



Continue to run around this area, then let off some shots, ideally taking out two or more Imps at a time. When the time runs out and 30 Imps are downed, the Challenge is over.



Take out any remaining Ninja Imps, then head to the exit. Hold on! That weird washerwoman is back, and she's annoyed at the mess you've made!



She takes your gun and allows you to move straight to the open door, which then closes as a Hunchback appears over the piano. This isn't good! Time to attack the mutie!



Skeletons arrive three at a time and armed with musical instruments. They hamper your Hunchback combat. Grab the Miniature Cooper Power Up to help fight the Skeletons. Immediately tackle the Hunchback.



Keep pummeling the Hunchback. If it turns red, run around the piano to avoid its rotating attack. Smash the Skeletons swiftly, then return to hitting the head of the Hunchback. He sometimes twirls twice. If you're consistently losing, smash the double bass and side cupboard near the piano for a Traitor Fever and Invulnerability Power Ups.



The Hunchback yields in the area of the Music Room near the fireplace. The sofa here can be swung around to deal a blow to all three Skeletons. To make matters even more insanely difficult, sometimes a Cursed Mummy appears in this room (it usually appears in a bust). Strike it back into the fireplace.



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Deal with the Hunchback with continuous swipes to the head, and then leave this difficult room for good—but not before grabbing that Rare Bonus Book!

Ignore any remaining enemies. Watch out if you're close to the windows, as the Hag sometimes spooks you out!

## A Rare Find! Rare Bonus Book #46



Although there is a Challenge Completed Power Up behind the side sofa, you still need to defeat the Hunchback before leaving the room. He drops a Rare Bonus Book after breathing his last breath. Punch him!

## Scene 35: Sitting Room (Take 2!)

**Health: 15**  
**Challenge: Yes**  
**Enemy Type: Haunted Paintings, Grim Reaper**  
**Difficulty:** 🧟🧟



As you enter the Sitting Room again, the exit door seals, and the Challenge becomes apparent: To avoid a dance with death's assistant, five Haunted Paintings need dismantling in less than 15 hits.



Use the objects in the room (the scuttle, chair, a painting, or lamp) to smack the Paintings. Ideally ignore the animate pictures until you have smashed all of the inanimate ones, or pick up and drop the inanimate pictures to destroy them. You have hits to spare. No hand-to-hand fighting, please. Now exit.

## A Rare Find! Rare Bonus Book #47



Before you go, check under the legs of the purple velvet sofa. There's a Rare Bonus Book under here, and it's easy to spot.

## Scene 36: Cloakroom (Take 2!)

**Health: 5**  
**Challenge: Yes**  
**Enemy Type: Imps, Hag, Spiders, Medusas, Grim Reaper**  
**Difficulty:** 🧟🧟🧟



Enter the large Cloakroom, and you find the Ghouhaven sign. Don't break anything! If you go to the nearby window, watch out for the Scare-filled Hag. Run from the scary face, but only after you grab the Shocker Blocker Power Up that automatically taps your button combos when you're Scared by Medusas!



Walk forward, smack the Imps and Spiders, and when you're in the main Cloakroom area, be very conscious of your low Health. Twelve Imps smash out of boxes, three at a time.



Three Spiders also plop down from the ceiling, eight Imps appear from windows and boxes, and three Medusas appear. You are capable of dealing with all the enemies. Shove the Medusas up against the end of a coat rack and continue to pummel, but you should opt for a quick exit.



If the Reaper arrives, run around enemies so the Reaper tags them first. The easiest way out is to

steer left as you enter the main Cloakroom, head around the racks and through the door.

### TIP

Another tactic is to not fight at all. Go straight to the book and run out. If you are defeated, restart and run out. It's only one fainting and you can get through the game with 100 percent score easily.

## A Rare Find! Rare Bonus Book #48



You're going to have to evoke the Grim Reaper in this room if you want the book—it's in the large trunk by the two windows, and needs to be smashed for the book to fall out. Flee to the exit, quickly!

## Scene 37: Grand Hallway (Take 3!)

**Health: 20**  
**Challenge: Yes**  
**Enemy Type: Skeleton Maids, Haunted Door, Grim Reaper, Freaky Monk**  
**Difficulty:** 🧟🧟🧟



Back in the Grand Hallway, the door to the right opens. Run along toward it, and out pops a Haunted Door! Defeat it with objects.



## TIP

Take out the two Skeleton Maids ahead of you with your fists, pick up the chair near the door they were guarding, then activate the Challenge. Also watch out for a Freaky Monk lying on the wooden bench to the left of your starting point



Start to lay into the door with your chair, then throw as many pots as you can at it. Finish with a couple of paintings, darting in after three springing door knobs attack.



If you run out of objects to throw, head up the stairs and grab the bottles and finish the job. Watch out for more Skeleton Maids leaping from the balcony above.



If you can't defeat the door with objects, forget the Challenge entirely. The Reaper is easy to coax into destroying the door for you. Now flee via the real door! Or, use an Invisibility Power Up behind the far right pillar, and finish the door with items. It won't attack.

## A Rare Find! Rare Bonus Book #49



Before you venture to the door, but after defeating the two Skeleton Maids, head for the left bookcase under the stairs, and grab the Rare Bonus Book left of the sealed door.

## Scene 38: Kitchen (Take 4!)

**Health: 20**  
**Challenge: Yes**  
**Enemy Type: Fire Imps, The Munching Cavalier, Grim Reaper**  
**Difficulty:**



Back in the Kitchen, you see that those hotheaded horrors are cooking up more trouble for Ma. Grab the Fire Extinguisher—you know the drill.



Defeat all the Fire Imps with the Fire Extinguisher in 90 seconds, or you receive a visit from the Reaper! Start by spraying a couple of Fire Imps and run through them.



Spend the next 90 seconds firing at Imps in short controlled bursts, moving constantly to avoid the fireballs and flaming spray attacks the Imps conjure. Remember the three Time Extension Power Ups near the exit at the bottom of the stairs.



Halfway through your melee, you may find yourself near the two piles of rubbish near the waste chutes, and there's a Munching Cavalier to watch out for. Don't disturb his feasting, as you won't want to be helpless and Scared during this fight!



Reinforcements arrive; keep spraying. If the Reaper appears, don't fret. Mop up the remaining Imps, as Ma beckons you to the cauldron immediately afterward. Remember to grab the Rare Bonus Book before you blast the final Fire Imp.

## A Rare Find! Rare Bonus Book #50



Do not, under any circumstances, finish off the final Fire Imp until you've visited the bookcase near one of the exit doors, and snagged the Rare Bonus Book from the shelf! Smash the shelf to access it.



Now that all three ingredients are found, Ma mixes the heady concoction. After a sprinkle of salt and pepper, a righteous potion is created! Now get down to the Archives and cure Amber!

## Scene 39: Wine Cellar (Take 2!)

**Health: 25**  
**Challenge: Yes**  
**Enemy Type: Zombie Pirate, Skeletons, Spider, Grim Reaper, Mingella**  
**Difficulty:**



The Wine Cellar is a rough and tumble outing. You smash through groups of monsters in the huge wine drums. Smash all five, one at a time, or simply move to the one with the Spider in it.



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Working from the entrance, ignore the two barrels down the left side, as they contain three Skeletons, a Miniature Cooper Power Up, and a group of throwing items. The barrel ahead and right of your start point has three Zombie Pirates which are difficult to fend off without being hit.



The barrel nearest the exit door contains two Pirates and two Skeletons; hardly the welcoming committee you need to remain unscathed! No, you must hit the huge barrel opposite the entrance door, passing the first barrel on your right.

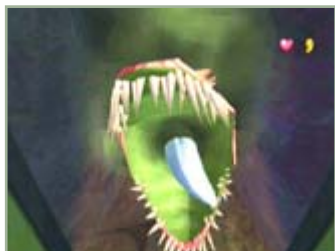


Simply don't get hit, and the Reaper won't show up! The key to the door lies inside one of the enemies. The flashing gold Spider contains the key inside the only barrel you need to break. Chase and defeat it when you spot it, and watch for the Skeleton armed with the book as you open the barrel. The Spider is usually found lurking in the middle corridor between the shelves of wine after you spring it out of the barrel.

## A Rare Find! Rare Bonus Book #51



*As you enter this room, stop and turn immediately to the right. There's a small stack of boxes in the corner, and the Rare Bonus Book is behind the top box, against the wall.*



Whaagh! Make sure you take the Shocker Blocker Power Up when you smash open the barrel with the Spider in it, as Mingella is waiting to snap and Scare you at the end of the corridor! Tap the seven-button combo needed, or let your Power Up do the work. Now leave!

## Scene 40: Ye Olde Archives (Take 2!)

**Health: 40**  
**Challenge: Yes**  
**Enemy Type: Ghoulie Amber, Spooky Grandpa**  
**Difficulty:**



Cooper gingerly steps into the Archives, and waggles the potion in front of the greenish Amber. He sprays a couple of drops over her.



Meanwhile, in the Kitchen, Ma Soupswill finds that her mixing ingredients include a "special addition." Amber distorts into a massive Ghoulie version of her former mutant self!



Ghoulie Amber is surprisingly strong and has an incredible constitution. It is difficult to get close enough to her to injure her with fists, unless you are invisible or she is distracted by Miniature Coopers. She can quickly swipe at you, knock you off your feet, and destroy the object you're carrying.



All is not lost, however! Back up and time your object-swiping as Amber rounds a corner, or find a box and throw it at her. This knocks her down. Now grab either a book or ladder, and swipe at her before she rises.



Start by smashing the box directly behind you, and unleash three Miniature Cooper Power Ups at her! Amber is knocked over, so find an object and hit her twice more as she struggles to her feet. You must inflict eight hits to topple her. Continuously backtrack around the bookcases, grab an object, then time your attacks well to defeat her. Don't forget to grab the Rare Bonus Book before combat ends. Also watch for a randomly appearing Spooky Grandpa.

## A Rare Find! Rare Bonus Book #52



*Don't finish off Amber until you've picked up this book! It is in a long, low flat wooden box just to the right of the sealed exit that doesn't contain the large golden urn.*



Amber's down, but not out! She gets up, smacks Cooper around a bit, and is about to go in for the kill when Ma bursts in with a special remedy. It lands full in Amber's face.




She gradually transforms back to her normal self. Ma apologizes about the ingredient mixup. No harm done. Ma shows you a doorway to leave. Have you found a way out of this loony mansion?



# CHAPTER 3: THE RIDDLE

## Scene 1: Grand Hallway (Take 4!)

**Health: 1**  
**Challenge: No**  
**Enemy Type:**  
**Vampire**  
**Chicken,**  
**Zombie Pirate,**  
**Cursed Mummy,**  
**Ninja Imp,**  
**Medusa, Freaky**  
**Monk**  
**Difficulty:** 



Cooper and Amber hightail it out of the Kitchen, toward the mansion exit, but are stopped by Mr. Ribs; he doesn't want to suffer the same fate as Amber!



Crivens is expecting Cooper and Amber in his room, but Amber isn't going—she's taking Mr. Ribs and grabbing some food for the prisoner kids. You're on your own!



The exit couldn't be easier to get to. Walk toward the only open door on the ground floor, to the left of the entrance foyer area. No Challenge at all.



You need to secure the Rare Bonus Book before you leave, and searching the wrong pots yields some obstinate critters. The two pots near the exit hold a Vampire Chicken and Cursed Mummy (both indestructible).



The pot near the door you just came from, under the left stairs in the bookcase, yields a fearsome Pirate. The pot to the left holds a Ninja Imp, and the jar on the right side of the room produces a Medusa (these are the only entities you can actually take out).






If you're having trouble remaining healthy, grab the Invisibility Power Up near the exit door, or smash the jar ahead and left, where you first met Crivens, as this holds a Traitor Fever Power Up.

### A Rare Find! Rare Bonus Book #53



*The Rare Bonus Book is easy to nab—just turn left and inspect the bench and pot next to it, watching for the Freaky Monk to appear on the bench. The pot next to the bench, jammed near the wall, offers up the book.*

## Scene 2: Housekeep ing Store

**Health: 20**  
**Challenge: Yes**  
**Enemy Type:**  
**Haunted**  
**Television,**  
**Imps, Cursed**  
**Mummy, Ogre**  
**Head, Tentacle**  
**Terror, Grim**  
**Reaper**  
**Difficulty:**   



Slip into this storage room, and the exit door seals. There's a key somewhere in the junk, and a Haunted Television you can smack around, but can't dismantle unless you want the Reaper with you. Watch out for the Tentacle Terror in the washing machine.



As you near the middle of the room, the Television starts spitting out Imps, which aren't too much of a problem. Continue to smash scenery, paying close attention to the wardrobes.



The key usually resides in one of these wardrobes, so focus your search on these four furniture pieces. The Haunted Television produces a Cursed Mummy the second time it electrocutes the floor.



The Mummy is a problem. Keep battering the scenery, ignoring the Television and avoiding the Mummy's magic, until you find that key.





If you step toward the far end of the initial corridor of junk, to the right of the center area, you get a Scare from a floating Ogre Head. Run from the expanding red head! Find the key and vanish!

## Rare Aware! Check this Out!



Aside from the huge "Jiggy" painting in the far left alcove of the room, there's a fantastic picture of Bottles the Mole on the ground near where the Ogre Head appears, opposite a picture of Doctor Krackpot! (Jiggies are gold jigsaw pieces from Banjo & Kazooie.)

## A Rare Find! Rare Bonus Book #54



Before you leave, you'll need to check the circular painting of Ghouhaven that's in the far left alcove opposite a big Jiggy painting.

## Scene 3: Crivens' Quarters

**Health: 25/30**

**Challenge: Yes**

**Enemy Type:**

**Flying Imps,**

**Haunted**

**Television,**

**Haunted**

**Telephone,**

**Grim Reaper**

**Difficulty:**



### NOTE

**There is a Challenge Completed Power Up in the corner to the right, behind Cooper as you enter the room.**



Stepping into Crivens' Quarters, you're startled by a talking wardrobe. It's Crivens, hiding from those annoying Flying Imps.



Take them all out, and Crivens will step out of his hidey-hole. Eight Flying Imps flit about the room. Survey the scenery, because you can only defeat them with objects you pick up. Grab the gramophone off the table at right.



Throw the gramophone so it misses the Television, then run into the room and hit Imps with the implements lying around the room. You can use the Television, but if you run out of objects, this turns into a Haunted Television that creates throwing items for you! Don't smash this yet!



You can use a book near the bed, bottles on the bed, a metal tray by the bed and near the wardrobe, a candlestick by the fireplace, and another Television in the corner. When the second wave of Imps shatters the window, be ready.



Use the sofa to execute a 360-degree spin attack. It only takes out dive-bombing or attacking Imps, so time your attacks. To avoid having to run away from the Reaper, hit more than one Imp with your scenery. There is no time limit.



Once the Flying Imps are grounded (or you've extricated the Challenge Completed Power Up from the box near the entrance), Cooper heads over to the talking wardrobe. Out pops Crivens. What a mess the Imps have made—Ms. Buffbrass won't be happy!



Crivens thanks Cooper for the brave fight, and agrees to help free the kidnapped kids. Baron von Ghou has the key, however, and the door to his quarters is sealed by a magical rhyme.



Crivens had the rhyme written out once, but the Baron confiscated it, ripped it into three pieces, and put them in three places around the mansion. Crivens knows where these places are.



Piece #1 is in the Greenhouse, piece #2 is in the Stables, and the final piece is in Dr. Krackpot's Ghoulie-making Laboratory! Crivens suggests heading to the Greenhouse first.

## Rare Aware: Check This Out!



Study the Televisions closely, to notice an eerie vampire-looking chap peering out from inside. Spooky!



## A Rare Find! Rare Bonus Book #55



You can grab this book either before or after speaking with Crivens, although it's easier afterwards. Watch out for the Haunted Telephone on the nightstand by the bed, then smash the stand and out pops the book.

## Scene 4: Housekeeping Storage (Take 2!)

**Health: 10**  
**Challenge: Yes**  
**Enemy Type: Warlock, Ogre Head, Tentacle Terror**  
**Difficulty:** ☹☹



As you re-enter the Housekeeping Storage room, the exit is firmly sealed.



Bust the wardrobe doors (one of the four wardrobes in the room with "R" logos on the doors), and out pops the evil Warlock!



Pummel him until he vanishes in an orange glow. He reappears either near you or at the other side of the room. Run at him and continue to attack.



If you're slow in getting to his new position, he has a chance to fire a bolt of energy at you. Two hits and it's game over, so dodge left or right. He fires two bolts.



Pummel the old geezer until he yields, and the exit door opens. Reach the Warlock just before he unleashes his magic attack, and he's an easy opponent. Watch for an Ogre Head appearing from the central boxes once combat finishes, and a possible Tentacle Terror near the exit.

## A Rare Find! Rare Bonus Book #56



*This book is easy to find. It drops out of the defeated Warlock when combat is over.*

## Scene 5: Grand Hallway (Take 5!)

**Health: 5**  
**Challenge: No**  
**Enemy Type: Haunted Painting, Skeletons, Zombie Pirates**  
**Difficulty:** ☹☹☹



As you enter the Grand Hallway, the upper corridor area and stairs are alive with the undead. Three Skeletons wait for you at the middle of the staircase, and two Zombie Pirates are to the right of them.



The exit is at the top of the right-side staircase, and you have to fight your way through. Smash the Haunted Painting that appears in front of you.



Nab the potted plant to the right of the stairs near the door, and throw it at the Skeletons until they come down to you. If you head up toward them, they throw objects at you. Also, remember

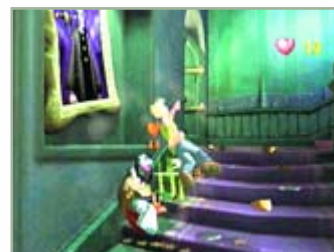
where all the Power Ups were earlier? They're still there; use the Invisibility or Traitor Fever Power Up from the pot near the left door.



After some well-placed hits, the Skeletons should be weaponless, so you can deal with them on the lower stairs. Face the Pirates, then bash either of the two busts in the wall indents to secure two 10-point Energy Boosts.



Unless you can dodge their attacks, wading into the Pirates results in defeat. If you're having problems, head up the left stairs, away from the fighting.



Run around the upper balcony, and ignore the three sealed (and one boarded) doors.



To defeat the Pirates, grab the plant, continue around until you're behind your prey, and throw the plant at them. Don't get hit by their treasure chests! The door at the far end is open, so combat isn't necessary.



## A Rare Find! Rare Bonus Book #57



You must grab this Rare Bonus Book when you're on the upstairs balcony. It is on the floor in front of a door sealed with purple thorny tentacles! Pick up the book, continue round to the open door, and exit.

## Scene 6: Upper Corridors

**Health: 1**  
**Challenge: No**  
**Enemy Type: Haunted Paintings, Ancient Mummies, Haunted Telephone**  
**Difficulty:** [Two skull icons]



As you enter these corridors, eight Mummies are engaged in a battle. These chaps aren't interested in you.



Step forward and a Haunted Painting spins off the left wall. Attack it using punches. Don't step forward too far; there's a second painting on the right wall. Punch each painting into the wall as it stops moving from its initial wall dismount, and you're guaranteed to destroy it.



Some Mummies are blocking the open exit door. Use the three Miniature Cooper Power Ups in the vase on your right. Or, run to the opposite corner of the landing, grab a wicker box, and throw it.



Aimed correctly, the box flattens most of the Mummies momentarily. Run through them, avoiding the Haunted Telephone on the table left of the green sofa, and into the exit. Don't forget your book.

## A Rare Find! Rare Bonus Book #58



Throw your first hamper and clamber over the flattened Mummies before they stand up, heading past the exit to a barred area and a blue jar. The book is in the jar. Jog back, around the right side of the Mummies, throw the second hamper at them, then escape.

## Scene 7: Bathroom

**Health: 25**  
**Challenge: Yes**  
**Enemy Type: Haunted Coats, Skeletons, Ninja Imps, Imps, Medusa, Spooky Granny**  
**Difficulty:** [Four skull icons]



You start the Bathroom assault by being surprised by Haunted Coats. Pound on them severely. Take out two of the three coats before the door opposite slams and the Challenge begins.



Take out the remaining enemies with only your fists and feet. There's about eight Ninja Imps, a few Imps, and around five Skeletons, so keep moving!



Target and punch one enemy at a time and don't open the wardrobe near the exit door until the Challenge is over. Time your attacks and wallop Skeletons first, before they throw stuff at you. Also smash the scenery (but not the objects!) to uncover Traitor Fever Power Ups, One-Hit Wonder Power Ups, and other helpful Power Ups during the fight. Extra Energy Boosts are in the stalls the Imps appear from.



Defeat a Medusa that appears from the exit door after the Challenge is complete. You can hurt her with items, including that bath! Also watch out for a Spooky Granny in the large shower area. Skedaddle via the open exit. There's a sauna opposite with a sealed exit.

## Kidnapped Kid!



The sauna is brimming with objects and also holds another kidnapped kid. She should be high on your list to rescue.





## Rare Aware: Check This Out!



Break open the toilet, and you can carry and use the "bog brush" hidden inside. Check the shelves for cans of "hot facial," and that fabulous Banjo and Kazooie knitted jumper on the clothes hamper.

## A Rare Find! Rare Bonus Book #59



Inspect the toilet more closely. Smash open the lid, and a book pops out. Grab it!

## Scene 8: Schoolroom

**Health: 10**  
**Challenge: Yes**  
**Enemy Type: Medusas, Imps, Grim Reaper, Spooky Grandpa**  
**Difficulty:**



Upon entering the Schoolroom, you have a confusing Challenge to complete: Don't smash any scenery! You have to exit the Schoolroom; you do not need to fight enemies.



The route to the exit is fraught with obstacles, and any broken scenery (except Imps appearing from desks) produces a Reaper next to the exit, working his way back to you.



The Schoolroom is actually three distinct rooms. The first is a regular classroom. Two desks hold Imps, and a Medusa lurks around here. Stepping into her eyesight means an eight-button Super Scary Shock, so watch out.



The next room is a science lab. The first desk holds three Imps, and another Medusa patrols the area. Make a quick right, then right again around the bookcases. If you don't want to free the Imps, stay left, heading around the teacher's desk.



This leads to the final room, the art room. If you head right around the central table, two pairs of

Imps smash out of desks. Ignore these blighters, and watch for the Reaper if you haven't dodged him already. The exit is at the far left end of the room. Run for it!

## A Rare Find! Rare Bonus Book #60



Back in the first Schoolroom, under the poster of the Grim Reaper, and left of the goldfish bowl is a globe. Incur the wrath of the Reaper by smashing the globe, as it's the only way to nab the Rare Bonus Book inside! There is an Invisibility Power Up nearby that will help you avoid the Reaper after getting the Rare Bonus Book.

## Rare Aware: Check This Out!



The Schoolroom has a bunch of cool bits and pieces that you might miss, and you aren't likely to head back here again. Here's some of the best stuff to check out.



Ma Soupswill, Fiddlesworth, and the Grim Reaper all have their own public service posters. Ma and Fiddlesworth's are on the right wall; the Reaper's is on the left. Ma's reads "Mrs. Soupswill says: Eat your Greens, They're good for you!"



Fiddlesworth's reads "Beware! Don't accept sweets from a stranger!" The Reaper's states "Be Careful when crossing the Road: Or Else!" Some alphabet posters are also on the left wall: C is for Chicken, F is for Fiddler, G is for Ghoulie, P is for Pants (and also Pirate) and R is for Ribs (Mr. Ribs).



Mr. Pants (purveyor of chocolate treats) also makes an appearance on the white board near some sums. Someone on the second board has written a homework formula for grabbing game secrets (but these aren't in your adventure). In the art class, there's a "life portrait" Skeleton in the middle table, posters of the mansion, Pirates, and even Amber on the walls.



Check the dunce's cap left of the exit. On the wall is a fabulous rendering of Banjo and Kazooie swimming for a Jiggy!





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## Scene 9: Infirmary

**Health: 15**  
**Challenge: Yes**  
**Enemy Type: Zombies, Jessie & Clyde, Medusas, Haunted Chairs**  
**Difficulty:** 🧟🧟🧟



Run around the beds until you spot Fiddlesworth's large ginger beard. Little Willy's got an eye infection, but Fiddlesworth doesn't know where he is.



Little Willy's water squirter should help you get to the Cottage Garden, but you're still in the Infirmary, and there's a double Challenge to prevent you from escaping.



You must survive 60 seconds and defeat two Medusas to unseal the doors in the left corridor. Ignore the corridor to the right for a moment, which ends in a boarded-up door.



The Medusas are deadly, and the water squirter won't harm them—you need a cunning plan: Defeat the first Medusa before talking to Fiddlesworth—now only one needs slapping.



With water squirter in hand, stay in the initial Infirmary room, and smash open the wardrobe to the left of the first bed. Out pops Jessie & Clyde. Don't despair—they're on your side. Let Jessie & Clyde go after the Medusa before you talk to Fiddlesworth, and let them attack the second just as you reach the ginger gardener.



Maneuver around the Zombies, spray any that gang up on you, and move the entire party to the desk area of the Infirmary, near the second Medusa. Jessie & Clyde should fight the Medusa here.



Deal with the Zombie incursions until both Challenges are met. You can complete this without taking any damage. Jessie & Clyde may attack, so keep away

from that beast as you check out the room. A Super Weapons Power Up is inside the wall cupboard on the right, near the Spider tank.



Two Haunted Chairs are near the exit. Dodge around the desk and smash them after they charge, then escape.

### A Rare Find! Rare Bonus Book #61



*Check out the area to the right of the desk (which is full of Miniature Cooper Power Ups), which leads to a boarded-up door. The Rare Bonus Book is propped up to the right of the door. There's a Challenge Completed Power Up in the overturned wardrobe, too!*

### Rare Aware: Check This Out!



*Did you check the Spiders in the tank and the special Banjo card on the mantelpiece?*



## Scene 10: Dunfíddlín Cottage Garden

**Health: 15**  
**Challenge: No**  
**Enemy Type: Zombies, Zombie Pirates, Vampire, Blobbelda the Guard Dog**  
**Difficulty:** 🧟🧟



Start your Dunfíddlín ascension by squirting two incoming Zombies with your water squirter. Start to move up the path, turn around when you hear the "ha-har!" and squirt a couple of Pirates.



As you pass the Cottage on your right, break open the gate and check out the Garden, or continue along your path. You're ambushed between the fence and hedge, sometimes with a Blobbelda the Guard Dog Scare, too!



Squirt the Pirate and two Zombies, then continue around the huge tree, heading right. There's a Zombie to water as you round the



bend and head up a hill, and sometimes Blobbelda shows up again to Scare you. Tackle two Pirates and a Zombie hiding in a bush, near an Energy Boost.



A movable coffin attacks you halfway up the hill. This is the home of a Vampire. The best way to defeat her is to whack her with a ball of garlic, but you only have a water squirter! Run!



At the top of the hill, move around and avoid another Vampire, then head for Fiddlesworth. He's glad to see you, but Little Willy's water squirter is useless inside the Greenhouse.



It's chicken-plucking time, courtesy of Ol' Edna! Nab your Rare Bonus Book, then gear up for a fine feathery time inside the Greenhouse.



## A Rare Find! Rare Bonus Book #62



*When you reach Fiddlesworth, make sure you stay in the Cottage area atop the hill, then return and blast the two Vampires as they open the coffin lids near you. The Vampire on the hill releases your Rare Bonus Book after you blast her with the garlic shooter twice.*

## Scene 11: Greenhouse

**Health: 15**  
**Challenge: Yes**  
**Enemy Type: Vampire, Vampire Chickens, Grim Reaper, Hag, Spooky Granny, Grasping Hand**  
**Difficulty:**



As soon as you take a few steps into this vast tomato-growing shed, the door at the far end of the room seals. The Challenge has three stipulations: One of the enemies holds the key, no damage must be caused, and you can only inflict 10 hits or fewer.



This is easier than it looks. First, the enemy with the key is a Vampire Chicken that's close to the exit, so you can ignore the other enemies. Work your way through the vines until you're almost at the door.



Watch out for the large piece of open ground with an Energy Boost on it; a Grasping Hand lives here. You'll need an eight-button combo to survive, or step around the perimeter to safety.



When you get to the corner of the Greenhouse with the potted compost bags, you're nearly at the Vampire Chicken. Move through the vines until you see a break in the path to the left. The Greenhouse glass wall should be in front of you.



A Vampire Chicken is to the left of you. Unlike all the other birds, it isn't charging you—and it flashes gold. Fire once at it, and the key is yours!



Deal with any enemies chasing you, and head for the exit. Watch out for a visit from Spooky Granny at the exit point!

## A Rare Find! Rare Bonus Book #63



*Head left, watching out for the Hag trying to Scare you on the left window area, and look for a line of three pumpkins, either reached by turning left, or in the area where the chicken with the Key is.*





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## Scene 12: Potting Room

**Health: 30**

**Challenge: Yes**

**Enemy Type:**

**Vampire**

**Chickens,**

**Vampires,**

**Skeletons,**

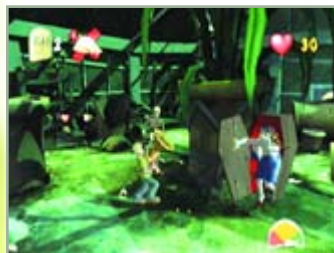
**Hunchback,**

**Grim Reaper**

**Difficulty:** 



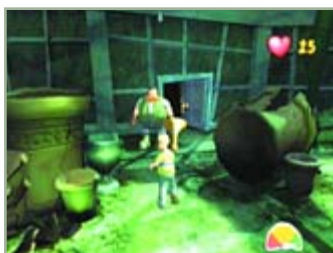
As you enter this shed, Crivens pipes up that the first piece of rhyme is ahead! The Potting Room is quiet until you pick up the paper. Before you pick up the paper, break all the pots to find many useful Power Ups.



Uh-oh! Vampire Chickens, Vampires, and around six Skeletons jump in to surround you. Take care of six of them, but don't defeat the same enemy twice.



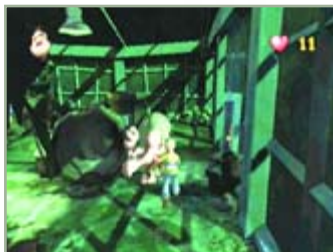
This is easily accomplished, although you may want to manually smash the Skeletons, because they avoid your projectiles in combat. When you've polished off six enemies, finish off any remaining Skeletons. Destroy both the Vampires in the coffins before you reach Fiddlesworth; they will hamper your next fight.



Fiddlesworth is at the exit! He's in trouble with the Baron, but hopes Babs Buffbrass will take him in.



If you head for the door, the Baron splutters with gleeful malice that the fun has only just begun, and a Hunchback drops from the roof. You've 45 seconds to defeat him before the Reaper is called. Any monsters you haven't defeated are still here, so purge the room before you meet Fiddlesworth. You can also grab the Challenge Completed Power Up, then leave the room.



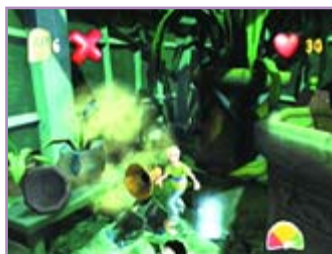
Act fast, lamping the Hunchback, moving around to hit its head, and running around the pots

or plants when it spins around. You have just enough time to take care of the Hunchback.



More often than not, however, the Reaper arrives. Zigzag around the room, hoping the Hunchback gets the pointy finger of death instead of you. When the Hunchback is downed, exit immediately.

### A Rare Find! Rare Bonus Book #64



*Just prior to nabbing the first rhyme, check the potting table to your right, and smash open or fire at the blue flower in the plant. The Rare Bonus Book tumbles out of this area.*

## Scene 13: Greenhouse (Take 2!)

**Health: 10**

**Challenge: No**

**Enemy Type:**

**Ninja Imps,**

**Grasping Hand,**

**Hag**

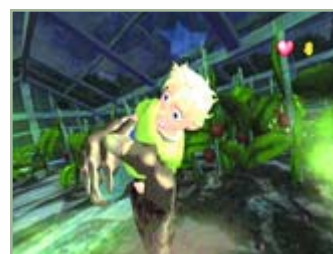
**Difficulty:** 



Time to retreat back through the Greenhouse. After Crivens marks the map, backtrack through the tomato vines toward the only available exit. Ignore the Ninja Imps.



About 12 Imps in this room drop from the roof one or two at a time throughout your retreat. As your Health is low, you may wish to avoid combat. If you reach the far left corner of the room, near the compost bags, you may receive a fright from the Hag. Watch out!



Halfway through the retreat, you enter an area of earth in the middle of the Greenhouse where a Grasping Hand grabs you. Prepare for a nine-button Super Scary Shock! If you hug the left glass windows, or if you grab the Shocker Blocker Power Up by the pumpkins toward the middle of the room, you can avoid this attack.








Run for the exit—the number of Imps increases, and it's easy to stop and fight, and then be overwhelmed by these fiends. Gallop through the open exit door.

### A Rare Find! Rare Bonus Book #65



After dodging the Grasping Hand, make a beeline for the far left corner of the Greenhouse, checking out a pile of rotting potatoes. Don't grab the Cursed Power Up, but swipe the Turbo Power Up and the Rare Bonus Book that flies out of the vegetables.

## Scene 14: Dunfiddlín Cottage Garden (Take 2!)

**Health: 15**  
**Challenge: Yes**  
**Enemy Type: Spiders, Worms, Grim Reaper**  
**Difficulty:** 



Starting at the top of the hill, run past the tree trunks, and pull out

the sapling. Use it at the bottom of the hill to whack the first three Spiders landing from the tree.



Continue around the tree. Nine Spiders drop, including one when you near the edge of the Cottage roof, and one when you pick up the shovel. Continue to the Cottage gate. Remember to collect the Energy Boost, and avoid the Cursed Power Ups as you go.

### Rare Aware: Check This Out!



Von Ghoul was a popular man about town, and his family used to live in this Cottage (check the mail box!) before Fiddlesworth. Someone seems to have fled in mid-picnic, leaving their Banjo and Kazooie flask and lunchbox behind.



If you attack the Worm here with fists or feet, a timer starts to tick down as it follows you. When the timer reaches zero, the Worm explodes, knocking you off your feet and damaging you.



Attack the Worms with objects instead, or punch them again when their timer reaches 1, so they explode when they land. Pick up the other sapling, enter the Cottage Garden, and head for the door. It closes, and around 10 Worms appear.



A Worm has the key. You have 90 seconds to find it, or the Reaper appears. Initially, this is almost impossible, because all the Worms on the lawn are keyless.



Dismantle the beehive to the right of the Cottage, and a gold-glowing Worm pops out. It's got the key! Whack it first, and you only need to take out one Worm.




Remove the remaining Worms if you wish, then enter the Cottage.

### A Rare Find! Rare Bonus Book #66



Look behind the large circular shrub near the garden gate. There's a Rare Bonus Book behind here, on the grass for an easy pick up.

## Scene 15: Dunfiddlín Cottage

**Health: 25**  
**Challenge: Yes**  
**Enemy Type: Warlock, Flying Imps, Zombies, Grim Reaper**  
**Difficulty:** 



The Cottage consists of three linked rooms—the kitchen (where you appear), the living room (with an exit you cannot access), and a bedroom to the left (where the exit door is).



The Cottage is suspiciously empty. Punch out chests or wardrobes in this area until a Warlock appears. You either receive items, two Flying Imps, or a Warlock from the chests.



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When the Warlock appears, battle him as you did earlier, watching for his attacks. You only have 20 hits to strike him before the Reaper appears, but don't use objects to harm him.



Strike and pummel him continuously, until he teleports. He appears in one of three spots in the living room. Stand equidistant between these points to minimize your distance to him.



If you're too far away, hide behind one of the two pillars to avoid his attacks, which increase just before you finish him. Now head for the bedroom exit.



Uh-oh! Four Flying Imps appear from the door, which seals. At the same time, a quintet of Zombies shambles in (they escaped from the fridge in the Kitchen). You've a terrifying second Challenge!



You must defeat six enemies, alternating between Flying Imps and Zombies, and using only objects. Strike a Flying Imp first but don't destroy more than one. Use whatever objects are at hand. Or you can forget the fighting and grab the Challenge Completed Power Up in the shelf on the wall next to the fireplace.



There's a Rare plate and TV in the living room, a spatula and umbrella in the kitchen, and other junk you can punch out of chests or wardrobes.



When you switch to Zombies, attack them with their own arms after they uppercut you and the arm flies off. It's the only way to complete this task without the Reaperman appearing.



Alternate beasts. If you run out of Imps, destroy wardrobes or chests—two more are usually in here. Once you're done, flee this madness!

## A Rare Find! Rare Bonus Book #67



*When you enter this cottage, you'll pass a fridge that cannot be opened. Later, when the Zombies appear, they burst through the fridge, opening the door. This is the time to move back into the cottage's kitchen, and grab the Rare Bonus Book from inside the fridge.*

## Rare Aware: Check This Out!



*You know about the two Banjo and Kazooie pictures on the shelf near the mantelpiece, but did you spot the Rare and Banjo T-shirts in the bedroom? And the fabulous washing powder called "Sud off"? There are even Ghoulies on the back of the packet.*

## Scene 16: Workshop (Take 2!)

**Health: 15**  
**Challenge: Yes**  
**Enemy Type: Skeletons, Cursed Mummies, Spooky Grandpa, Grim Reaper**  
**Difficulty:**



There's a particular plan for survival here, so grab the huge gold vase to your left and throw it into the furnace. Inside is a Cursed Mummy, and you don't want it roaming around.



Run to the opposite side of the furnace, but don't venture too far toward the open door. Grab a second gold vase and throw that into the fire. If you don't, you have another Cursed Mummy to contend with.



The exit door closes and around eight Skeletons appear. In this 90-second survival Challenge, only fists and feet can be used to smash the Skeletons.

### TIP

**If you see a Skeleton with a shovel or pot, run away! It is difficult to time your attacks without being struck, especially in the midst of all the Skeletons. You can stop in front of a Skeleton, move away when it swings a shovel, then charge in or watch it strike other enemies. Start to run, and attack lone Skeletons.**





While avoiding Skeletons, smash all the weapons in the room to deny them to the Skeletons. This might bring the Grim Reaper, so avoid it, too. Watch for Spooky Grandpa—stay away!



After 90 seconds, no more Skeletons appear, and the exit door opens. Smash any remaining bony fiends if you wish, then escape.

### A Rare Find! Rare Bonus Book #68



*Before combat begins, smash the furnace that is attached to the main central fire by a pipe. Dodge the Cursed Power Ups, and smash the huge pot inside for more cans, a Freeze Power Up, and the Rare Bonus Book.*



## Scene 17: Farmyard (Take 3!)

**Health: 15**  
**Challenge: No**  
**Enemy Type: Jessie & Clydes, Imps, Worms, Blobbelda the Guard Dog**  
**Difficulty:**



The exit to this area is ahead and to the left, and is patrolled by three Jessie & Clydes. These can be problematic if you attempt to run around them without knocking them back first.



Pick up the barrel to the left of your starting position and throw it at the first Jessie & Clyde. Run in and take the next barrel on the left, and hit the monster again.



Run in and pummel the beast with hands and feet. Don't stop or you're picked up and thrown across the yard. The beast has loads of energy. Get the attention of the Jessie & Clyde and run back toward the entrance. When the Jessie & Clyde reaches a

certain point, it will turn around vulnerable. This is your chance to pummel it. If you're using Power Ups, hit the barrel to the right near the fence for two Energy Boosts. The ploughing machinery holds a Turbo and One-Hit Wonder Power Up; use this on all three Jessie & Clydes if you can!



Move to the right of the second Jessie, hugging the white fence, taking care of three Imps, and moving out of "fear" range of Blobbelda the Guard Dog. With these out of the way, you can either make a run for the Foundry door, or deal with the other two Jessies.



Throw some potatoes you find in the chicken pen under the wooden ramp, or use one of the troughs, then charge in with hand-to-hand combat until the second Jessie yields. Do the same with the final beast before entering the Foundry.

### A Rare Find! Rare Bonus Book #69



*When you first enter this yard, you'll spot a solid millstone propped up against the right side brick wall. Smash this open and fend off two Worms, then collect the Rare Bonus Book that fell out of the millstone.*

## Scene 18: Foundry

**Health: 25**  
**Challenge: Yes**  
**Enemy Type: Ancient Mummies, Haunted Coats, Fire Imps, Haunted Door, Grim Reaper**  
**Difficulty:**



The first of two Challenges appears as you enter this blacksmith's work area. You must find the key out of here without defeating any enemies. The key is hidden in either a large coal bag or a barrel.



The key's location is random every time you enter, so work your way around the perimeter, smashing barrels and bags until you find it. You also liberate a couple of Ancient Mummies and Haunted Coats.



The Coats are quicker than you, so keep them at bay with some punching (just don't destroy them). As soon as you find the key, defeat both Coats.



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Ignore the Fire Imps, and head for the exit. As you near, the door fools you—it's a Haunted Door, and you have 45 seconds to destroy it.



Pick up a large metal barrel before the door appears and throw it, or wait for the remaining enemies to reach you and hope the door and your other foes fight each other.



This plan usually doesn't take the door down in time, so use the middle pillar to run around the Reaper and finish off the door. Better yet, attack the door immediately, and don't let up. Then leave via the real door.



## A Rare Find! Rare Bonus Book #70



*Before you wreck this room, head toward the table to the left of the large furnace, and find the pair of bellows resting on the table. Smash these, and out pops your weighty tome!*

## Scene 19: Stables

**Health: 20**

**Challenge: Yes**

**Enemy Type:**

**Fire Imps,**

**Spiders, Blob,**

**Spooky Granny,**

**Grím Reaper**

**Difficulty:**



As you enter the Stables, you hear the familiar hum of Mr. Ribs and the clip-clopping of horse hooves. No horses are here, though! Mr. Ribs gives you the Fire Extinguisher.



Pick up the Extinguisher. Use it on the Fire Imp that you released if you hit the large barrel. Stride into the first stable and smash the middle of the wall at the crack.



Tap the right thumbstick to swipe the wall with your weapon, step through, and smash the barrel in the next stall, dousing the Imp that appears. Then crack the next wall.



Break open the gate at the next stall, heading into the main path. Blast an Imp, and another that appears if you dismantle the big barrel on your right. Then run back to the start of the path.



A large box holds another Imp. Smash the first stall gate on the left side of the stalls, then two walls, until you reach the third stall on the left. A Spooky Granny may Scare you here.



Break the barrel and deal with an Imp, break a wall, then turn right and smash a gate. Head back into the path (you can navigate the block in the path that you couldn't move earlier).



Smash the crate and douse the Imp after walking past the large gate. Smash the left wall, and another, until you're at the last stall on the right side of the Stables.



Dismantle the last stall gate, deal with another Imp, head to the second-to-last left wall stall, break the wall and barrel, squirt one final Imp, then move into the second part of the barn—the hay loft.



Smack a Spider, then ready yourself for a nine-button Super Scary Shock, courtesy of the Blob.



You're swarmed by Spiders, so tap the right thumbstick and smack them all against the wall (one hit dissolves them). Stride around the hay bales.





Move to the far end of the loft, and Crivens pipes up; that's the second part of the rhyme! The final piece is inside Dr. Krackpot's Lab. Go there next.



Exiting the Stables won't be easy. You've 167 seconds, can't destroy anything, and can't take a hit. But if you dealt with all the monsters previously, you only have to face a couple of Fire Imps.

### TIP

**Destroy everything on the way in, that way you don't need to worry about breaking anything.**



Backtrack through the winding path along the stalls in the stable. This takes around 50 seconds, but you can quickly scoot back to the entrance and step on through. There's also a Freeze Power Up, Super Weapons Power Up, and Turbo Power Up in the hay-loft area. Grab these on the way out.

### A Rare Find! Rare Bonus Book #71



*The first time you smash into the middle pathway between the stables, check the barricade for an upturned pig trough. The Rare Bonus Book is under the trough, resting on the crates and barrels below.*

## Scene 20: Foundry (Take 2!)

**Health: 20**  
**Challenge: Yes**  
**Enemy Type: Ancient Mummies, Skeletons, Imps, Cursed Mummies, Grim Reaper**  
**Difficulty:** [Four skull icons]



Mr. Ribs is here to tickle your fancy. Actually, he's more concerned with Ma's cooking skills; she set fire to the cakes, and the Fire Extinguisher is needed! This leaves you ready to face a Mummy...



Make that seven Mummies! After about 15 seconds, or if you move directly to the door to the left of your starting point, a Challenge occurs. You have six enemies to tag, and each one must be different from the one before.



The danger is being overrun by Mummies. Attack the nearest Mummy, slam it to the floor, then position your elbow attacks so you drive it into the furnace.



When you place a Mummy in the furnace, a Skeleton appears a couple of seconds later—handy when you need to vary the enemies you're defeating.



Dotted around the room are boxes, barrels, and large sacks. Most of these hold Imps, but three hold Cursed Mummies, which make combat even more peril-fraught. Don't break the sack near the anvil, the barrel left of the furnace (except on one specific occasion), or the barrel to the left of the coal pile.



Run around until the Mummies start fighting each other, then secure one and position your attacks so you're pushing him

back into the fire. When the Skeleton appears, wait in front and hit him as he lands. Then break any other box or crate and dispatch an Imp.



Repeat this plan. If the battle isn't going well, rattle your thumbsticks if you're dizzy, don't get into corners, and hit a Mummy five times so you land a more powerful elbow into it as this knocks all the other attackers back.



The Reaper can defeat some enemies for you, but this isn't a wise plan because he easily outpaces you. When six enemies are down, head for the exit. If you're having problems, try hitting Mummies into the furnace before the Challenge begins. Also watch for the Spooky Granny appearing in two places on either side of the furnace!

### A Rare Find! Rare Bonus Book #72

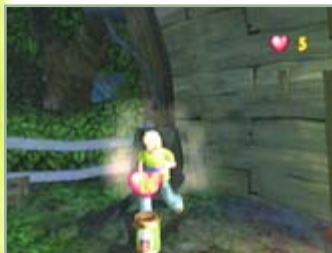


*The one occasion where it is necessary to smash open the large barrel to the left of the furnace, is to secure the Rare Bonus Book. A Cursed Mummy falls out too, so grab this after the Challenge, then flee!*



## Scene 21: Farmyard (Take 4!)

**Health: 5**  
**Challenge: No**  
**Enemy Type:**  
**Grasping Hand,**  
**Jessie & Clyde,**  
**Blobbelda the**  
**Guard Dog**  
**Difficulty:** ☹☹☹



All is quiet when you emerge in the Farmyard. Wander over the grass to the white fence on your right, and a Grasping Hand mugs you! Attempt a ten-button Super Scary Shock prevention. Smash the Shocker Blocker Power Up out of the barrel behind the cart, next to you. Take the 10+ Energy Boost from the barrel to the right of the entrance door, too!



Four more Grasping Hands (and ten-button combos) must be attempted as you make your way to the unsealed entrance. That's all you need to do to escape this area.



Watch your step between the two barrels and wishing well, and near the entrance to the chicken shed. A Grasping Hand lurks at these locations, too, as well the Blobbelda the Guard Dog!

### A Rare Find! Rare Bonus Book #73



*You'll also notice Jessie & Clyde wandering the chicken pen: Move over, smash the pen fence, and wallop the beast, coax it out into the open, smash the well bucket and let two Miniature Cooper Power Ups loose. Then smash the wooden ploughing equipment near the exit door, grab the One-Hit Wonder Power Up and slap the mutant with one shot! It is carrying the book you need.*

## Scene 22: Wood Shed (Take 2!)

**Health: 15**  
**Challenge: Yes**  
**Enemy Type:**  
**Medusas,**  
**Worms,**  
**Vampire,**  
**Chicken,**  
**Vampire**  
**Chicken, Grim**  
**Reaper**  
**Difficulty:** ☹☹☹



This room has two distinct areas of combat, and the first (challenging Medusas and Worms to a scrap) can be avoided. Run past all four Medusas (you may have to knock one down) until you meet Fiddlesworth.



The other method is to explore the area and slap around all enemies. Start by running to the sawing table and attacking the Medusa until she yields. Smash the barrel near her, on the far wall, for a Shocker Blocker Power Up!



Grab a plank of wood, run around the huge log to the next Medusa, wait until her back is turned, and defeat her. Watch out in this area, however, as Worms randomly inhabit smashable objects!



Hit these Worms with objects, or they chase and detonate on you, possibly knocking you out. If you hear a Worm ticking down, retreat to the saw table and let the Worm explode out of reach. There is a Challenge Completed

Power Up in the boxes near the beginning. Defeat all the Medusas, and when the chickens appear, run back and get the Challenge Completed Power Up.



If you're at the fourth and last Medusa, smash her, ignore any Worm, and run to Fiddlesworth.



Fiddlesworth leaves Ol' Edna behind, allowing Cooper to pick it up. That's handy—you need this shooter!



Fire it twice at the approaching Vampire, and head for the door. It closes, and chickens drop into the sky-lit area behind you. You must take out 10 Vampire Chickens in 45 seconds, or the Reaper comes to town!



This is easy if you wait two seconds between firing when Edna's firing capacity is in the yellow, and don't run out of garlic projectiles!





Turn around, and blast half the chickens. Make sure they turn completely into Vampire Chickens—don't hit them when they're sitting down or in their eggs.



Take careful shots at the advancing Vampire Chickens, then fire at any remaining regular chickens. Good aiming and minimal firing means you can complete this Challenge with 30 seconds to spare. Now flee via the door.


### A Rare Find! Rare Bonus Book #74



At any time during your visit to the shed, slap down the final Medusa that lurks near Fiddlesworth, as the Rare Bonus Book is within her form. You can attempt this before or after speaking to the gardener.



## Scene 23: Garbage Yard (Take 2!)

**Health: 20**  
**Challenge: Yes**  
**Enemy Type:**  
**Haunted**  
**Chairs, Ancient**  
**Mummy, Grim**  
**Reaper, Ogre**  
**Head**  
**Difficulty:** 



It's Fiddlesworth, and he's here for the return of Ol' Edna. Once you give the gun back, you're on your own in the middle of the junkyard. It is here that the first real test of mettle occurs.



Before the cutscene starts and the door seals, destroy as many chairs as possible. You can manage around three out of a total of ten.



There's a puzzling Challenge: You need to destroy all the Haunted Chairs in the yard, but you can't use your fists or any objects. If you do, the Reaper arrives.

### TIP

Don't carry an object as the Challenge begins, because you can't smash any objects (unless you fall into them, or a chair hits them). If you are carrying an object, let a chair hit you to avoid bringing out the Reaper.



Two of the remaining chairs come to life and attack you. Because you have no attack of your own, you need to be cunning—let the chairs take out each other.



They also must destroy all the regular chairs, because these come to life otherwise. There are always two chairs alive at once. When one smashes, a previously inert chair starts to move.



Position yourself on the other side of an "object" chair, and when the Haunted Chair slides, make sure it smashes the chair while you dodge out of the way. Do this until only two "live" chairs are left.



When you're facing two live chairs, position yourself between them. When one charges, move to the side at the last second, so the sliding chair hits the other. Continue this plan until one chair smashes the other. Stay away from the area with the yellow refuse container, as the Ogre Head can Scare you here!



When one chair is left, an Ancient Mummy (on your side) appears and demolishes the remaining chair. Run to the exit door before it turns on you.

### A Rare Find! Rare Bonus Book #75



While you're running to the exit, just before you turn right at the ramp to the exit door, pummel the dumpster in the left corner and your Rare Bonus Book bounces out.






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## Scene #24: F-f-f-freezer (Take 2!)

**Health: 10**  
**Challenge: Yes**  
**Enemy Type:**  
**Imps, Zombie**  
**Pirates,**  
**Ancient Mummy,**  
**Skeletons,**  
**Zombies, Bony**  
**Arm**  
**Difficulty:** 



Upon entering the chilly chamber, you spot a couple of Imps. Don't boot them, and instead smash the freezer to your right. Out pops a friendly Pirate. Run to the other side of the room and free a second Pirate before moving to the central freezer, which sets off the Challenge.



You need his help in a moment! The door closes and seals, and out pop three Skeletons, Zombies, and Imps from a central freezer unit. You have 10 enemies to defeat, but can only hit all enemies a total of 10 times.



The plan here is to run around the central freezer until the enemies start attacking each other.



Quicken this process by destroying all the doors of the perimeter freezers. This frees three Pirates and an Ancient Mummy, all of which attack on your behalf. The third Pirate is freed from the freezer to the right of the exit door. The Mummy's freezer is right of this one.



You may not wish to free the Mummy, because he has a tendency to attack his fellow Pirate. Otherwise, keep moving and watching the combat until 10 enemies are downed. If you want an alternate way out, purposely conjure up the Reaper, and let him take out the 10 enemies!



When that happens, it's leaving time! All three Pirates guarantee an almost pain-free fracas—and

you must watch your low Health. Attempting the Challenge without Pirate help is hard. Unless you get the enemy to attack each other, it's impossible.




Watch out when you plan your escape; the Munching Cavalier can Scare you under the shelf with the giant shark, and a Bony Arm attempts to swipe you near the exit. Both are Scares, so stay out of their radius.

### A Rare Find! Rare Bonus Book #76



*It is important to summon the Mummy out of his freezer, as the Rare Bonus Book is inside. Grab it and run out before you're swamped.*

## Scene 25: Kitchen (Take 5!)

**Health: 5**  
**Challenge: No**  
**Enemy Type:**  
**Medusas, Fire**  
**Imps, the**  
**Munching**  
**Cavalier**  
**Difficulty:** 



The cutscene shows the exit you need to take, and the path there allows you to interact with three Medusas. As time progresses, Fire Imps start to appear.



Unless you have the Fire Extinguisher, the Imps are invincible, and they appear continuously from the central cauldron. The ten-hit combos you need to input for each Medusa fright means you should move to the open door as quickly as possible.



Ignore the first two Medusas. Run past the third as she turns her glare away from you. If you're caught, tap the ten buttons, then skedaddle through the door. Avoid the refuse tips, as the Munching Cavalier can be disturbed in two locations where piles of foodstuffs are piling up in corners.





## A Rare Find! Rare Bonus Book #77



Before leaving, head down the winding passage to the sealed door that you came from back in Chapter 1. The book is propped up near the sealed door.

## Rare Aware: Check This Out!



Check the notice boards, and you not only spot a picture of Mr. Pants, but also Banjo and Kazooie!

## Scene 26: Laundry Room

**Health: 15**  
**Challenge: Yes**  
**Enemy Type:**  
 Jessie & Clyde,  
 Warlock,  
 Worms, Ninja  
 Imps, Spiders,  
 Grim Reaper,  
 Spooky Granny,  
 Tentacle Terror  
**Difficulty:** 🐼🐼🐼



You appear at the base of the stairs leading into the Laundry Room. If you smash the wicker basket to your left, Jessie & Clyde appear. Don't worry—they're friendly (once you've found another enemy).



Head up the steps. The plan here is to break open a series of six wicker baskets. Each one has a type of enemy in it, so tackle only one basket at a time.



The initial upper entrance to the Laundry Room has three baskets (and a Spooky Granny), and three more are around the room perimeter. Two baskets have a pair of Spiders, two have a pair of Ninja Imps, one has a pair of Worms, and one has a Warlock. When the Warlock appears, the Challenge is set.



When you break open the basket with the Warlock inside, try to

smash him a couple of times before the cutscene starts. You need to defeat him without incurring a single hit.



This is easy if you took care of all the other creatures before the Warlock appeared. The Warlock teleports to one of the room's corners, near a washing machine, or at the entrance area. The washing machines contain Power Ups, such as Energy Boosts and Miniature Cooper Power Ups, as well as a Turbo Power Up.



Hide behind the washers to avoid those icy balls. Wait for him to finish, then run in and attack. If he hits Jessie & Clyde, the mutant takes care of the Warlock for you. With the Warlock gone, take the exit that's opened before Jessie starts punishing you.

## Kidnapped Kid!



A kid is squeezed into the towel shelves near the exit that you can't go into yet. Also watch for the freakish Tentacle Terror near the sealed exit.

## A Rare Find! Rare Bonus Book #78



Just before combat starts, smash the door of the washing machine that's closest to the entrance, with the towels on top of it. Ignore the Cursed Power Up, and grab the Rare Bonus Book that spills out.

## Rare Aware: Check This Out!



The Laundry Room has Rare and Banjo T-shirts everywhere. Did you also spot the Imp caught in the wringer?

## Scene 27: Servants' Dormitory

**Health: 20**  
**Challenge: Yes**  
**Enemy Type:**  
 Jessie & Clydes,  
 Flying Imps,  
 Haunted  
 Paintings,  
 Worms,  
 Skeletons,  
 Zombies,  
 Haunted  
 Telephone,  
 Haunted Door  
**Difficulty:** 🐼🐼🐼🐼



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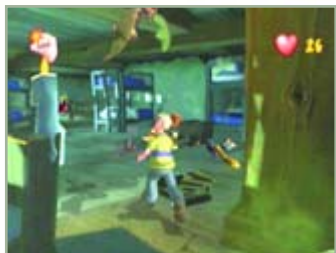
This room is actually three smaller areas. Although you don't need to attack any creatures, the lack of space and largeness of Clyde's fist may mean combat is the only option—using only fists and feet.



Move forward until you spot Jessie, and move toward the beast. When Clyde pounds his arm three times, approach from Jessie's side (the weedy arm), and begin combat. Attempt anything else, and you'll be thrown across the room, suffering severe damage.



You can only survive a few throws, and you have three Jessies to encounter. Continue to pummel the first Jessie, but point your attacks toward the entrance of the room, because you don't want to engage other enemies. Finish off the beast with continuous punch and kicking. There is an Invisibility Power Up in a trash can near the entrance which can be used to fight or bypass the enemy.



Now you can deal with the room's other inhabitants. There's a Flying Imp inside the wardrobe on the left wall. To the right, between the beds, is a Haunted Painting.



Move around the beds until you near the stairs on your right. A Skeleton pops out of the green chest. Smash it. The wardrobe opposite holds a Worm. You can't destroy it with objects, so punch it away when its timer reaches one second.



Head up into the second area, the galley. Wait until the next Jessie bounds out of reach, turn right, and engage a Haunted Painting. Wait for it to come to you—you don't want to head too far into this room.

## TIP

**If you're fast enough but miss-time an attack on Clyde, retreat down the stairs to the previous room. The mutant won't follow you. This allows you to regroup and try again.**



Wait for Clyde to fist the air three times, then batter the beast again, keeping away from the far end of the galley. This combat is as long as the previous one. Keep the hurtin' on full strength!



The rest of the galley area has a Zombie appearing from the cupboards on the left and a Flying Imp from the right cupboard near the bed. Watch out for the Haunted Telephone on the cupboard to your left. When you're done, head upstairs.

## Rare Aware: Check This Out!



*Among the galley vittles are Grunt's Tinned Carrots. Gruntilda is an evil witch living in the world of Banjo and Kazooie!*



*Check the triple bunk bed in the last area of the chamber; an unwell Ghoulie is resting in the second bed.*



Up on the bedroom floor, there's little room to maneuver. As you reach the top, look straight ahead. In the corner, behind the bed, is another Haunted Painting. Watch for it!



If you're trying to leave this room without fighting, ignore the indestructible wooden dividers and head for the triple bunk beds on the right. A gap here leads to the other side of the room, and to stairs down to the exit.



Otherwise, head for the space between the dividers, but only after you demolish the final Jessie. Attack from the right side, just as Clyde pounds the air with his fist.



The area behind the dividers has many fiends to combat. The left chest has a Flying Imp, the right a Worm, there's a Skeleton in the big closet, and a Zombie ahead of you in a wardrobe. Tackle them one at a time.





Head into the final bedroom area, attacking the Haunted Painting on the far left corner wall, and jog down the stairs to the door...which starts to attack you.



The Haunted Door is the real Challenge here if you've already been wounded on the way. Smash it, darting in on its left side as it retracts its knob, and pummel it until it smashes.

### NOTE

**After the Haunted Door is shattered, you can exit. Or you can return to the room and use a mixture of objects and melee combat on the remaining beasties, if you wish.**

### A Rare Find! Rare Bonus Book #79



*You still receive a Rare Bonus Book from the Haunted Door when it explodes. Don't forget to pick it up!*



## Scene 28: Servants' Bathroom

**Health: 20**  
**Challenge: Yes**  
**Enemy Type: Haunted Coats, Zombie Pirate, Skeletons, Imps, Worm, Cursed Mummy, Spooky Granny, Grim Reaper**  
**Difficulty:**



Upon entering this unpleasant bathroom, you know you're in for a difficult 80 seconds—which is how long you have to survive the onslaught of enemies.



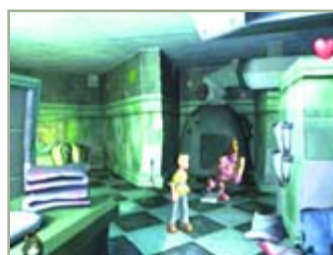
Not only that, but the Grim Reaper appears at the entrance near where you're standing in 20 seconds. Move around!



You have numerous stalls, two shower areas, and a set of wash basins to run around to outpace the Reaper. The most annoying enemies are the half-dozen Haunted Coats that continue to strike you.



Hit them back, but don't stay in one place for long. When the Reaper arrives, smash open all the stalls to grab the Power Ups. Make sure you've dispatched all four coats as these turn into an Imp, Pirate, and a couple of Skeletons that can waylay the scythe-wielder.



Keep running, hoofing the Worms that close in on you if you smash any toilets. Tackle the Reaper with hand-to-hand hits if he comes too close. When the 80 seconds are up, the exit door opens and a Cursed Mummy appears from the boiler. Time to leave!



Where's the door? If you haven't smashed the second stall door from the left, do so now. It has a secret passage leading up to the door and out. Head here when the clock has about 10 seconds left to ensure your getaway. Watch for the sweeping Spooky Granny on the steps, though!



### A Rare Find! Rare Bonus Book #80



*You have to run around until the timer ticks down and the Challenge is over, then run over to the boiler where the Cursed Mummy appeared from. The Rare Bonus Book falls out of the boiler with the Mummy.*

## Scene 29: Attic

**Health: 5**  
**Challenge: Yes**  
**Enemy Type: Tentacle Terror, Haunted Televisión, Spiders, Flying Imps, Haunted Chairs, Haunted Paintings, Ogre Head, Grim Reaper.**  
**Difficulty:**



As you walk into the Attic entrance, you're met by Babs, who gives you the Soda Can Shooter. That timer is ticking down, so hurry!



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The first plan of action is to freak out at the Tentacle Terror appearing from the washing machine in front of you. Quickly tap the 10-hit combo to avoid losing 10 Health. And you only have five!



The Reaper arrives in 45 seconds. You have to survive the Attic and make it out before he appears. Race up the steps, plant a shot into the Haunted Television, and either smash the crates to your right or head through the gap.

## TIP

To avoid running out of soda ammo, tap the right thumbstick and smash the obstacles to the room areas instead of firing at them.



Both routes lead to a corner room with a Flying Imp that breaks out of the scenery. Fire at it, then smash your way to the area with a box in the middle and an ironing board in one corner.



Watch out for the Haunted Chair's sliding attack, and head into the next section. Smash a Haunted Painting that appears. Pass the sewing machine, attack another Television, and choose a left or right path.



Left takes you past a bust, to a chest and crate you can collapse. Right takes you to an area with dress-making dummies in the middle. Watch for another Haunted Painting, and Spiders in both areas.



Break a chest and move to the corner area with two grandfather clocks. The exit stairs are partly hidden behind the clocks. Two Flying Imps are in the clocks, and two Haunted Paintings lurk in this area. You needn't destroy any of them to finish this Challenge. Watch for an Ogre Head in the cupboard left of the Television though!



Just run down the stairs and out of the door. You can manage this with 10 seconds left on the clock if you hurry. Should the Reaper show up, he appears at the start of this room, so you have time to spare.

## A Rare Find! Rare Bonus Book #81



*This tome is tricky to locate—head for the middle of this chamber, just before you encounter your second Haunted Television, near the sewing machine on the table in the middle of the room. Look left, at a set of drawers on the left wall, and a vertical wooden roof support. The book's wedged between these two scenery pieces.*

## Scene 30: Grand Hallway (Take 6!)

**Health: 1**  
**Challenge: No**  
**Enemy Type: Skeletons**  
**Difficulty:**



You re-enter the Grand Hallway via the upper-balcony side entrance, and the door in the middle of the large main staircase swings open. That's where you're headed.



A quartet of thieving Skeletons appears at the top of the right set of steps. Move down to the opposite side of the staircase, and watch the Skeletons head your way.



When the Skeletons are outside the exit door, shoot each with your Soda Can Shooter until all five are dismantled. Then head through the open door.

## A Rare Find! Rare Bonus Book #82



*While you're blasting away at the Skeletons, also shoot the bust in the alcove to the right of the open door. Out pops a book. Sift through the bones to nab it!*



## Scene 31: Experiments Chamber

**Health: 15**  
**Challenge: Yes**  
**Enemy Type:**  
**Warlock,**  
**Skeleton, Imp,**  
**Spider, Worm,**  
**Zombie,**  
**Zombie Pirate,**  
**Haunted Coat,**  
**Grím Reaper**  
**Difficulty:** 🧟🧟🧟🧟



Enter Dr. Krackpot's frightening and ghoulish experimentation chamber! Don't smash everything in sight—try to keep as many objects intact as possible for later in the Challenge!

**Rare Aware: Check This Out!**



You can tell the doctor's been zealous around here. Yuck!



Blast the double cupboards at the end of the room, then blast a Warlock. You have 15 seconds to defeat him before the Reaper appears.



Stay where you are and look for the Warlock to appear inside the glass control room near the entrance, or right by you. Slam him with a shot before the action starts, and fire one more shot as he appears.



Dodge the icy balls he throws. After two soda hits, the Warlock is no more (if you're quick, you still have about eight seconds left on the clock). Check out Babs—she's coming in from the exit!



Babs takes the Soda Can Shooter from you, complaining of the mess. No matter; the door has sealed, and a second Challenge awaits!



This one involves defeating ten beasts using only objects. Pick up a stool, head into the main room, and defeat whatever drops from the large ceiling chutes—an Imp, a Spider, a Worm, then a Zombie.



Use the objects in this room, including the two stools, the Wellington boots in the corner, the syringes on the table, and the two Zombie arms. The Miniature Cooper Power Up and an extra Energy Boost near the Wellington boots in the corner of the room help immeasurably!



When the Skeleton, Pirate, and Haunted Coat appear, it gets tricky. Keep moving and hope the Pirate's chest attack takes out a couple of enemies. When there's one enemy left, head into the exit booth area and attack your last adversary. Then flee!

**A Rare Find! Rare Bonus Book #83**



Before facing the Warlock, step into the control booth area, and look for the machine that's spilling paper readouts onto the floor. Shoot the lever to the left of that, and the book pops into view.



## Scene 32: Krackpot's Laboratory

**Health: 30**  
**Challenge: Yes**  
**Enemy Type: Dr.**  
**Krackpot,**  
**Jessie & Clydes,**  
**Worms,**  
**Vampire,**  
**Skeletons,**  
**Spooky Granny,**  
**Haunted Telephone,**  
**Grím Reaper**  
**Difficulty:** 🧟🧟🧟🧟



Wandering past a bank of incubation tubes, Cooper heads into Krackpot's lair. Uh-oh! The mechanical doc is here. Krackpot waves the last piece of the rhyme at Cooper.



Toying with him, the doctor blasts Cooper with his beam, but it backfires when Cooper pokes his finger in the barrel, destroying the madman's mechanical pins. While Krackpot exits, Cooper nabs the final paper. The rhyme is together again!



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Now you must approach the Baron's quarters in the Grand Hallway and read the entire verse. Well, after you get out of the most difficult chamber in your adventure!



The Challenge here is immense. You must find two keys. One is hidden in scenery, the other in a Ghoulie. Try for the scenic key first. Ignore the three Jessies for the moment, and turn around.



Head into the orange tubed area and smash the back four tubes. You find two Worms in each one, but one tube randomly drops the first key. That's great! Now don't get hit by Worm parts when they explode.



Hoof the Worms away with one second on their timer. After all Worms are defeated, head out into the main lab. You have three Jessies to tackle, and none has the key.



All must be defeated before you can find the key. You cannot destroy any Skeletons, so don't hit the scenery for any—yet. Move to the first Jessie and make sure it's alone.



Unless it flashes red, calls a fright, or begins to chase you, start to beat it down until it collapses. If it chases you, run around the central autopsy table.



Repeat this plan with Jessies #2 and #3. You don't want them to charge in if you're fighting one already, and don't get caught in a fearful red head or you're knocked down to almost no Health! There is a One-Hit Wonder Power Up to the right of the Vampire cage, which you can use on the Jessie & Clyde.



As a last resort, swing the autopsy table around to wound any nearby Jessies. Defeated all three? Great! Now smash the two large cages in the circular room. One holds a Skeleton, the other a Vampire. The smaller cages hold Power Ups, mainly Energy Boosts, as do the trolleys in the area. Note that the Spooky Granny is in the area where the Jessies & Clydes came in from, and a Haunted Telephone can ring in the scientist's green laboratory table.



Don't strike the Skeleton. The Vampire is glowing gold—a sure sign she's carrying the key—but you can't actually harm the Vampire. Only the Grim Reaper can.



You have to break the Skeleton, summon the Reaper, then position the Reaper so that it points its death finger through the Vampire on its way to you. This is easiest in the green-tinged lab area. Don't head anywhere else, or you hit a dead end. You may wish to smash the blue dial for invincibility, or head into the red caged room for a Traitor Fever Power Up and Invulnerability Power Up while you're steering the Reaper into the Vampire.



When Reaper prods the Vampire, leave! You can punch or down the Reaper with boxes or other objects, but make sure the Reaper hits the Vampire as soon as possible.

## A Rare Find! Rare Bonus Book #84



You'll have to check out the initial freezer room where the three Jessies danced in from, as the large fridge they burst through contains a Rare Bonus Book. Watch for the Spooky Granny sweeping nearby!

## Scene 33: Experiments Chamber (Take 2!)

**Health: 10**  
**Challenge: No**  
**Enemy Type: Skeletons, Ninja Imps, Grim Reaper, Bony Arm**  
**Difficulty:** ☠☠☠



This Chamber is sheer madness! You're expected to exit the room, heading around the table to the



door you first came from, without succumbing to the bony attacks from these scallywags.



The problem? Ten Skeletons, all carrying house objects! As soon as you step into the main room, one swings at you, and you take a hit. You're better off waiting in the control room, then smashing the nearest computer bank on your right side, and three Ninja Imps, and a 5-point Energy Boost appears!



The Reaper will appear if you're too quick to launch an attack in the main chamber. Instead, let the Ninja Imps start to strike down your bony foes. Wait for a couple of Skeletons to come in, step back when they swing, then pummel them.



Wait for the coast to clear, and when there's only a few remaining Skeletons in the main laboratory area, head out, making sure you're not in the path of an incoming item! Watch for the Bony Arm in the grating ahead of you.




You can ignore the Ninja Imps, and look for an opening in the Skeleton patrols. When you see a space outside, run out and around the table, and bolt for the open door. You don't have to defeat any enemies; just leave. The Miniature Cooper Power Up helps, too!

### A Rare Find! Rare Bonus Book #85



*While you're making escape plans, smash open the metal cupboards on the right side of the lab room. The Rare Bonus Book falls out.*

## Scene 34: Grand Hallway (Take 7!)

**Health: 10**  
**Challenge: Yes**  
**Enemy Type:**  
**Grasping Hand,**  
**Haunted Door,**  
**Imps, Grim**  
**Reaper,**  
**Mingella**  
**Difficulty:** 



With all the parts of the rhyme at your disposal, you can now enter the Baron's lair. Move from the door to the large, elaborate balcony opposite, over the entrance to the mansion.



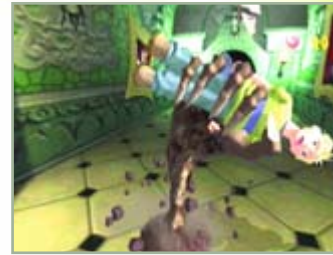
You spot a pot just before you enter the Baron's entrance, and another near the door on the opposite side of the balcony. Don't break these yet; they contain objects you need later.



Cooper stops at the door, and reads the six lines of "poetry". After each couplet, the seething rage behind the door intensifies. After the last line, the door blows open!

### The Baron's Poem

In my room do I hide a surprise,  
But the secret's for nobody's eyes...  
Check the flaps, a-okay!  
Spin the prop, chocks away...  
Faster down the runway we go,  
Let's take to the skies,  
tally-bally-ho!



Great! Now let's just step into the Baron's chamber and we can... whaaagh! A Grasping Hand grabs you as you move forward! Hit those ten buttons *really* fast!



Now move into the Baron's chamber, because it's time for...aaack! The door comes off its hinges and is planning an attack. You have to take out this Haunted Door with ten hits or fewer.



Just after the Grasping Hand attack, but before the door appears, smash the pot to the right of the entrance, grab a smaller pot, and throw it at the door. Then retreat, grab the ladder from the pot, and whack that door!



When you whack, step back. If the door bounces madly at you (with short steps) retreat. As soon as it stops, swipe again, and again! Now move to the other pot on the nearby balcony area.



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Save the two tables behind you for a moment, and pick up another pot. Throw it at the door. It should be on its last Health. Run past it as it recovers from the pot shot, and grab a small table if you need to. Standing on the corner of the balcony helps stop the door from charging.



Use the table to inflict a final blow. You can take the door out with six or seven hits. Once it's destroyed, you can move toward the Baron's door and enter... hold on!



Fifteen Imps scurry out of the door, and you have twenty seconds to defeat them before the scythed one appears. You need to have defeated the door and still be holding a bit of table. Use it to demolish four or five Imps.



Grab the second table, smash it into as many Imps as you can, then stomp on the stragglers. If you attack with fists, you're swarmed and defeated in moments. If you use hands on the door, it takes too many hits and the Reaper shows up.



Okay, the coast is finally clear and it's time to enter this...flippin' heck! Sometimes, a fearsome Guard Dog head named Mingella snarls at you from the doorway! Jam those ten buttons; you don't want to fail now. Then finally, enter the Baron's chambers.

## A Rare Find! Rare Bonus Book #86



The Rare Bonus Book is behind the green open door nearest the exterior wall of the Hallway, near the sealed door to the left of your entrance.



## CHAPTER 4: THE RECKONING

### Scene 1: The Baron's Quarters

**Health: 50**  
**Challenge: Yes**  
**Enemy Type:**  
**Baron Von Ghoul, The Red Baron, Skeletons, Zombies, Worms, Zombie Pirates**  
**Difficulty:**



Cooper enters the Baron's lair and sees a ghastly silhouette. It seems Crivens has taken it upon himself to deal with the Baron personally, and bashes the Baron senseless.



A startled Cooper shouts at Crivens, who mentions a "little disagreement" with the Baron, and produces the key the Baron was holding. You can rescue the children now!



Not so fast! Crivens knocks Cooper over the head with a key, pulls off his rubber mask, and changes clothes. Crivens was the Baron in disguise all along. The butler did it! That must have been a fake Baron he was manhandling, earlier!







Cooper's adventure ends here. The Baron advances on you. You're in the Baron's Quarters, and must face him alone. *En garde!*



The Baron's attack pattern is simple. When he flashes red, he cannot be wounded (but still doubles over or winces when you hit him). Avoid striking him during this time. Note he has 200 Health!



He starts by running at you and lunging with his propeller cane. If he connects, it costs you five Health, so dodge this attack by standing on the other side of a piece of bedroom furniture. Or you can dodge to his left side during his lunge. When the Baron finishes his lunging strike, hit him until he turns red.



Useful objects include the table at the far end of the room near the built-in cupboards, the chair near the bookcases, the bathtub, and the desk. Staying in one of these key locations is paramount.



The Baron then either scampers away or attempts a second lunge. Run after him or dodge the lunge, then strike him again until he's red. After he stamps his feet, he runs after you again. To avoid this and all of the Baron's charges, run around an object so you aren't caught.



After around five seconds of chasing, the Baron lunges. Pummel him one last time and he falls over, dropping his propeller cane.



By now you've noticed that you aren't damaging the Baron. Pick up the cane and strike him three times with it. After each hit, strike him again before he gets up, or he may flash red and run off. You must hit him while he pulses a normal color, not red, or the attack won't have an effect. If you hit him, you'll inflict ten damage points.



If he runs, follow him and swing the cane when he isn't flashing red. After three hits, the cane shatters. The Baron produces another cane from his coat, and combat begins once more.



Because of the Baron's immense Health, you must repeat this process a minimum of four times if your hits connect every time, and more if they don't. Eventually the Baron succumbs to your pummeling, and lets out a roar when he reaches 100 Health.

### A Rare Find! Rare Bonus Book #87



*During the battle, but before you defeat the Baron, run into the bathroom area, break open the small mirrored wall cabinet in the far right corner, and nab the book that falls out.*

### Rare Aware: Check This Out!



The Baron's desk, and the area under his bed, has scattered magazines.



*Did you check the paintings behind the Baron's desk? They are all images of the kidnapped kids you've seen in your expedition.*



You can check out the Baron's various "stages of development" earlier in his nefarious career. There was his psychedelic faze, complete with Afro and wild colors (screen #1), his "death rock" debauchery (screen #2), and his anarchic punk period (screen #3). This chap's a grade-A, certified loony!





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When you've pummeled the Baron and sapped half his energy, he storms off to squeeze into his latest invention: The Red Baron!

## TIP

**Smash up the room during the first part of the battle before the Baron gets into his plane. There are several useful items available for the plane fight.**



After some banging and sawing in the blackened area at the far end of the bedroom, he appears! He's placed himself in a prop-plane that staggers into the air, and will now attempt a divebombing attack just like his aviator heroes! Brace for impact!



When you're able to move, run around a large obstacle like the Baron's desk, so you're on the opposite side. Now throw items at him, or wait until he charges and dodge to one side. Turn and follow the plane with your eyes until it hits a wall and spins to the ground.



Run in and smack the plane before retreating back behind cover. Stand on one side of an object, and wait for the plane to zoom at you again. Step out of the way, run to where it spins and stalls, and smack it again before it starts to move. The Baron orders Cooper to "join me and together we shall rule the mansion as father and son!"



Cooper isn't feeling the force, so the Baron tries a different tact. He throws out the Soda Can Shooter to give you a chance, before charging you! Get out of the way, and once he finishes an attack run, fire at him!



The Baron shakes off the attack, and produces a bugle. Blowing his horn, he conjures four Skeletons out of the paintings around the room. When the action starts up again, fire at all four Skeletons with the shooter. Then when you hear the Baron shout "tally ho," dodge that plane attack and fire at him as he passes you.



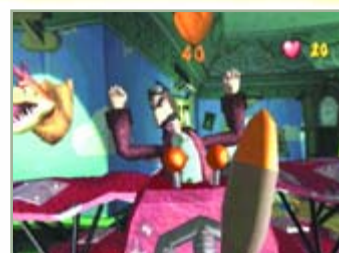
Blast the plane as it spins, and after two more hits, the Baron blasts his bugle again! This time, four Zombies appear! Fire at them all (each takes two shots), then fire at the Red Baron again.



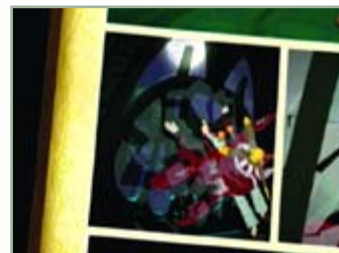
After another single hit, the Baron blows his trumpet once again, and four Worms slither out of the paintings. These start timers when they spot you, so fire at each one once so they fly back and splatter. Shoot down the Red Baron when he spins after a tally ho charge again.



After another hit, the Baron summons four Zombie Pirates to inflict damage on you. Defeat all four with two shots each, and watch out for their treasure chest attack! Keep firing at the Red Baron after he charges, misses, and spins, until his Health runs out.



With the Baron sprawled over, Cooper takes an almighty hoof and sends the fiend and his toy straight out of the window.



Catching the kidnapper's key, Cooper turns to see Amber and Mr. Ribs. Amber says Cooper really is her hero now, despite his previous failings. Mr. Ribs takes the key and holds it out. He wants to be a hero, too!



While Amber heads off to inform Babs and "that dubious Fiddler" that they are free, Mr. Ribs tries the key.



It opens a tentacle-lock, meaning you can instantly move to all the rooms in the house holding a kid. Mr. Ribs requests that Cooper chase him now, all over the mansion! Time to free the children!



# CHAPTER 5: THE RACE

## Clocking Cooper: Notes on The Race

You must visit 13 rooms to be sure that all kidnapped kids have been freed, but not all rooms contain kidnapped children. There are two differences between this and your previous adventures:

### Difference #1: Deja Vu All Over Again

You should already have the layout of the chambers memorized. You also reach each room without having to maneuver through adjacent chambers; you simply move straight to the next kid's location. There are nine kids to rescue while the timer counts down, and one in the final area: The Front Gate.

### Difference #2: Time to Die—We Kid You Not

The other difference is that you are being timed. The game ends, and you cannot release any subsequent kids if you do not complete the first 12 rooms in 780 seconds or less (you must finish the Main Hallway within the time). That equals 13 minutes, so each room must be completed in 65 seconds or less.

You'll complete some rooms faster than others, but if you've been searching a room more than four minutes, start worrying. Check out the Time to Finish Sections for information on how fast you can complete the chamber. Some rooms have Challenge Completed Power Ups, and you can take those if you don't want to face the Challenge.

### TIP

You can always "Replay the Scene" so ignore Rare Bonus Books the first time through. This ensures you get to the end on time. Another trick is to allow the Reaper to appear, quickly finish the Challenge while dodging the Reaper, then exit.

## Scene 1: Grand Hallway (Take 8!)

**Health: 50**  
**Challenge: No**  
**Enemy Type: None**  
**Difficulty: 1**  
**Time to Finish: 12 seconds**



As the time starts to tick down from 13 minutes, you emerge from the Baron's Quarters and spot Mr. Ribs waving at you with the key!



He sprints off to the first room in the mansion where a kidnapped kid is imprisoned. Turn right, run around the balcony, and follow him inside. Ropes prevent you from continuing to the ground floor.



## A Rare Find! Rare Bonus Book #88



Hold on there! There's a Rare Bonus Book hidden in a pot to the right of the exit door. Smash the pot and grab it.

## Scene 2: Bathroom (Take 2!)

**Health: 50**  
**Challenge: Yes**  
**Enemy Type: Hunchback, Grim Reaper**  
**Difficulty: 3**  
**Time to Finish: 60 seconds**

### Kidnapped Kid Freed: 1 of 10



Mr. Ribs rescues the girl trapped on the sauna, then wants to "warp to room of glass!" You follow him there in a minute. First Hunchy the Hunchback appears and wants to punch you!



Break the glass door to the sauna and step out into the Bathroom. Don't pick up any objects, which would encourage the Reaper to appear and end your fight with Hunchy.

### TIP

It is possible to get the Reaper to take out Hunchy and depart with more time on the clock. Use all the objects, to avoid receiving the Reaper's finger.



The battle with the Hunchback is the same as previous encounters with this behemoth. Catch up to him, slap him until he turns red, then run around the bathtub to avoid his spinning attack, if he launches it.



When he stops, pummel him with punches and work your way around him until you hit his head, then continue until he falls over. Back up until he stands again, and repeat the attack. When he's done, leave via the sauna.



# GRABBED BY THE GHOULIES™

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## A Rare Find! Rare Bonus Book #89



When you're running in to first attack Hunchy, stop by the large wood cabinet to the right of the sealed door opposite the sauna, and smash it open. The Rare Bonus Book falls out.

## Scene 3: Conservatory (Take 2!)

**Health: 50**  
**Challenge: Yes**  
**Enemy Type: Worms, Spiders, Grím Reaper**  
**Difficulty: 🐛🐛🐛**  
**Time to Finish: 30 seconds**

**Kidnapped Kid Freed: 2 of 10**



Enter this large Greenhouse and wander around the chamber. Nab the Rare Bonus Book before locating Mr. Ribs in the center of the room. He's unlocking the second child from her plant confines. The kid in the ginger-haired vegetable man's house is next!



When you try to follow Mr. Ribs out, the door locks, and many Spiders and Worms pour out and congregate at the toy box.



The Challenge is simple enough—take care of 20 enemies. But you are allowed a total of only five hits.



Use the explosive power of Worms to dish the damage. Stay at the toy box for some cover, and stand near a Worm.



Wait until the Worm glows red and the timer starts, then run around the toy box as it chases you. Time your run so that Worm explodes when it bounces into a group of Spiders.



Time it well, and you can take eight beasts or more with one Worm blast! Look for the next Worm, and repeat the plan until 20 critters are crushed, and the Challenge is complete.



You could use the various objects in the Greenhouse or the toy box to spin around and deliver a final smack to a number of enemies, but this takes too long and a hit off your total.



Head back the way you came in, and you bump into Fiddlesworth. He tells you your bony friend was heading back to the Cottage, and hands off the water squirter.

### TIP

The numerous Power Ups in this room may help you succeed at a quicker rate than usual—the Challenge Completed Power Up, in particular, may complete the Challenge for you, although it doesn't provide the same satisfaction as achieving victory without the use of Ma's canned goods.

## A Rare Find! Rare Bonus Book #90



The Rare Bonus Book is inside the pot plant to the left of the bench opposite the exit door. Retrieve it before reaching the kidnapped kid.

## Scene 4: Dunfiddlín Cottage (Take 2!)

**Health: 15**  
**Challenge: Yes**  
**Enemy Type: Haunted Televisions, Zombies, Imps, Vampire Chickens, Bony Arm, The Munching Cavalier, Freaky Monk, Grím Reaper**  
**Difficulty: 🐛🐛🐛**  
**Time to Finish: 20 seconds**

**Kidnapped Kid Freed: 3 of 10**



The child in the ginger-haired vegetable man's trunk is freed when you head up the steps to the bedroom and meet Mr. Ribs. While he sets off for the dining room, face your next Challenge.





As you wander around this cottage, watch out for the Munching Cavalier in the Kitchen, a Bony Arm on the right wall of the steps, and a Freaky Monk on the bed near the kidnapped kid.



When the action starts, refrain from smashing the place up and instead only use your water squirter to strike or spray three Haunted Televisions near the fireplace.



The one nearest the exit door produces Vampire Chickens (which you cannot slay), the one near the fire spits out Imps, and the Television nearest the cupboard forms Zombies.

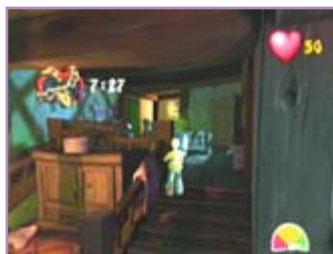


Take out the Televisions, starting with the one that produces Vampire Chickens, then the Zombie set, and finally the Imp TV. The barrel on the wall opposite the fireplace holds a Super Weapons Power Up.



You can ignore the Challenge and smash two of the three Haunted Televisions before you meet Mr. Ribs, meaning you only have one Television (and the Reaper) to tackle on the way out. The Miniature Cooper Power Ups in the barrel near the kitchen help here.

### A Rare Find! Rare Bonus Book #91



This book is hidden inside the large wardrobe up the steps and past the bed. Negotiate the steaming bed and smack the wardrobe open before talking to Mr. Ribs.

## Scene 5: Dining Room (Take 2!)

**Health: 50**  
**Challenge: Yes**  
**Enemy Type: Zombie Pirates**  
**Difficulty: 3/3**  
**Time to Finish: 30 seconds**



With the Televisions routed from Fiddlesworth's Cottage, the

gardener can safely watch "Turnips Today" in peace. He needs that water squirter back, though.

### Kidnapped Kid Freed: 4 of 10



The remainder of the Zombie Pirate posse bursts in from the entrance you came through, and they point their bony fingers your way. You're the dog that disturbed their feast, done in the Captain, rumbled their buried treasure, and "did something nasty" to Roger the Cabin Boy! Mr. Ribs flees, while you face down the bony horde.

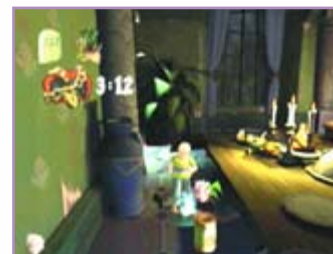


You've five bloodthirsty bearded seamen to fend off. Step back from the incoming treasure chests, and run around the tables in search of objects to throw.



Take the first Pirate's cutlass, make it permanent by getting the Super Weapons Power Up from the pot behind the Pirate. Take out all the Pirates quickly using the cutlass.

### A Rare Find! Rare Bonus Book #92



Head toward the Captain's table at the far side of the room, jog down the side, and smash the pot halfway down the table and wall. The book is in there.

## Scene 6: Pantry (Take 2!)

**Health: 50**  
**Challenge: No**  
**Enemy Type: Grasping Hand, The Munching Cavalier, Mingella**  
**Difficulty: 3/3**  
**Time to Finish: 10 seconds**



Head out of the entrance, toward the two refrigerators, and a Grasping Hand manhandles you on the way. Prepare for a quick ten-button combo to resist the Super Scary Shock.





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**Kidnapped Kid  
Freed: 5 of 10**



When you reach Mr. Ribs, he lets you know that the frozen kid is okay. He's off, and you should follow him!



Exit this room the same way you came in. There may be another Grasping Hand to deal with, but no Challenges. Also watch out for Mingella.

**A Rare Find! Rare Bonus Book #93**



Before heading out of here, make a left toward the shelf near the sealed door. Wait for the Scare of the Munching Cavalier to subside, then smack the shelving, and out pops your Rare Bonus Book.

## Scene 7: Relic Store (Take 2!)

**Health: 50  
Challenge: Yes  
Enemy Type:  
Ancient Mummies,  
Cursed Mummies,  
Zombies  
Difficulty:   
Time to Finish:  
55 seconds**

**Kidnapped Kid  
Freed: 6 of 10**



Move toward the light and Mr. Ribs, watching out for two possible Ogre Head incursions in this room, until you encounter a half-mummified boy. Mr. Ribs saves him, then heads to the "pants room," leaving you to sort out the residents of the Relic Store.



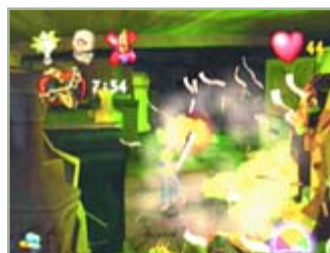
Quickly tackle six Zombies and six Ancient Mummies with your Candle; a Cursed Mummy appears halfway through combat.



Attack only the Zombies and Ancient Mummies, not the Cursed one, lest you find the Reaper here in addition to these powerful undead beasts.



Keep your Candle lit as you smack your opponents, attempting to hurt the Mummies first. Dispatch everyone quickly, because the Cursed Mummy will cast his float-ing skull curse on you.



There are Miniature Cooper Power Ups and Super Weapons Power Ups in caskets en route from the door to Mr. Ribs's location. If you must take care of the Cursed Mummy, do so after combat finishes, and before the curse starts.

**A Rare Find! Rare Bonus Book #94**



This is sealed inside a sarcophagus to the left of a tentacled door. Grab this before the combat starts.

## Scene 8: Laundry (Take 2!)

**Health: 50  
Challenge: Yes  
Enemy Type:  
Tentacle  
Terror,  
Zombies,  
Skeletons, Grim  
Reaper  
Difficulty:   
Time to Finish:  
60 seconds**



When you enter this chamber, watch out for the Tentacle Terror! Quickly tap out the ten-button combo needed.

**Kidnapped Kid  
Freed: 7 of 10**



Mr. Ribs already saved the boy in the towels. The skeleton scoots to the spooky garden. That's where you're off, next.







When the door seals, you're given the plan. Eight Zombies are hidden in the room, as well as four Skeletons, and only the Skeletons need to be defeated before the exit door opens.



There are 12 washing machines in the middle of the room; four hold Skeletons (which should be attacked one at a time), and eight hold Zombies. The Zombie-filled machines are in the row nearest you.



Destroy one machine at a time, then tackle the Zombie inside. Some of the machines hold a powerup if you want it. Baskets dotted around the room are also full of Power Ups, including the one at the bottom of the stairs.



When you uncover your first Skeleton, defeat it. You now must defeat a Zombie, even though you need to destroy three Skeletons before the challenge is over.




Alternate between enemy types. Move back to the previous row of washing machines, break open a Zombie and defeat him, move around and crack open a Skeleton, and repeat this process two more times until three Skeletons (and two Zombies) are taken out. The rest are optional.

### A Rare Find! Rare Bonus Book #95



*When you're punishing the Zombies near the washing machines, make sure you strike the one with the wicker basket on top of it; this is where the book is hiding. Check the ground after every fracas and grab it!*

## Scene 9: Walled Garden (Take 2!)

**Health: 50**  
**Challenge: Yes**  
**Enemy Type:**  
**Spiders,**  
**Skeletons,**  
**Ninja Imps,**  
**Jessie & Clydes,**  
**Fire Imps, Grim**  
**Reaper**  
**Difficulty:**   
**Time to Finish:**  
**20 seconds**



Babs greets you as you enter the Walled Garden, and thanks you for toppling the Baron and gives you the Soda Can Shooter as a present.



Run around the perimeter of the formal Garden, smashing all objects you can, including the small trees, flower beds, and windows to gather Power Ups.



Return to the entrance, and take out the flower bed. Out pop four Spiders. Do not harm them yet!

### Kidnapped Kid Freed: 8 of 10



Move to the middle fountain, and you see that Mr. Ribs has freed the boy from the serpent. You've only two more kids left to save. But now comes a tricky Challenge!



You have an insane number of Challenges to respond to! First, you cannot defeat a single type of enemy more than once. Next, don't destroy any objects or scenery. Third, you can only hit all the enemies a total of four times. Fourth, you cannot strike Skeletons, and fifth, you must take out four enemies before the Challenge is over.



With these crazy odds, you spot two Jessie & Clydes, two Ninja Imps, and two Skeletons incoming. Watch your fire—you cannot hit more than four times or strike any scenery.



You freed the Spiders, right? If you didn't, the Reaper appears when you shoot or swipe the flower bed. Move over to the Spiders and fire at just one of them.





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Move around the Garden and locate a Ninja Imp. Aim at only one of these. Return and fire at another Spider, then another Imp. Take care of one last Spider, and the Challenge is complete! Watch out for the Guard Dog that Scares you at the dark far end of the garden, right of the compost heap.



Two Fire Imps appear after the exit door opens. Because you have limited Health and no weapons to harm them, ignore the Jessie & Clydes and leave.

## A Rare Find! Rare Bonus Book #96



Behind the bushes, to the right of the compost pile and fire can where the Fire Imps appear, are a set of plant pots. The one nearest the bush holds your next Rare tome.

## Scene 10: Cinema (Take 2!)

**Health: 50**

**Challenge: Yes**

**Enemy Type:**

**Haunted**

**Televisión,**

**Zombie Pirate,**

**Ancient Mummy,**

**Haunted Coat,**

**Haunted Door,**

**Grím Reaper**

**Difficulty: 88**

**Time to Finish:**

**45 seconds**



Enter the Cinema room and move past the projector's screen. To the left is a Haunted Television, but it spits out an Ancient Mummy and a Zombie Pirate that are both friendly.



An enemy or two are lurking around here. Move to the passageway leading to the projector room, and watch for a Freaky Monk Scaring you from the sofa on your right, and a Bony Arm protruding from the left wall.



You're greeted by a series of Power Ups, all giving you ill effects. Maneuver around them, and you can make it to the end of the corridor without being struck down.



Shoot the Haunted Coat flying in from the left, then smash the pot and the window to get a number of items. Head up the steps.

## Kidnapped Kid Freed: 9 of 10



Mr. Ribs frees the penultimate kid. Mr. Ribs isn't talking much—he's too excited about freeing the last child!



Mr. Ribs disappears, leaving you the open exit door at the end of the narrow passage. Babs is waiting for you. She's realized she still has to clear up after Fiddlesworth, and needs the Soda Can Shooter back.



Head to the open door, which changes to a Haunted Door. You must destroy it, but using only objects in the house. Back up the corridor to where you fought the Coat.



Use the throwing objects first. If the Mummy is about, allow it to attack the door, then get some well-aimed shots with the three-hit objects. If the Mummy is still in the main room, dash around the Power Ups and let battle commence. Then leave via the real door.

### TIP

If the Mummy and door are fighting, and the Mummy is about to win, run past the Power Ups so the Mummy doesn't turn on you and chase you through this area. Or, you can hit the door with fists, then dodge the Reaper when it slides in behind you. But this is more dangerous.

## A Rare Find! Rare Bonus Book #97



As you walk in, locate the large bookcase where you grabbed a Rare Bonus Book the first time around. This time the tome is in the pot to the right of the bookcase, near the fireplace.



## Scene 11: Lower Corridors (Take 5!)

**Health: 50**  
**Challenge: Yes**  
**Enemy Type:**  
**Haunted**  
**Chairs,**  
**Haunted**  
**Paintings,**  
**Haunted**  
**Telephone,**  
**Grasping Hand**  
**Difficulty:** ☹☹  
**Time to Finish:**  
**25 seconds**



Run along the corridor to the corner, noting your low Health, and attack a Haunted Chair and Haunted Painting that move out to attack you. Turn and continue down the corridor for another chair and painting fracas.



The Haunted Telephone produces a freakish red head to run from. After this has died down, run to the end of the corridor and rendezvous with Mr. Ribs.



He scampers off to the last room to rescue a child. Meanwhile, prepare for a twelve-button combo to rid yourself of a Grasping Hand. Nab the Shocker Blocker Power Up from the vase in the corner of the corridor you passed earlier. Leave via the only available door.

### A Rare Find! Rare Bonus Book #98



*Just after you've been swung around by the Grasping Hand, check the pot to the left of the tentacled door, right of the exit door. Your Rare Bonus Book is there. Grab it, then exit.*

## Scene 12: Grand Hallway (Take 9!)

**Health: 50**  
**Challenge: Yes**  
**Enemy Type:**  
**Medusas**  
**Difficulty:** ☹☹  
**Time to Finish:**  
**25 seconds**



Stay at a distance from the six Medusas roaming the ground floor, optionally smashing the scenery until you find a projectile to throw at one and take it out.



Head upstairs for a powerup guarded by a single Medusa, then head back down to demolish all the remaining serpent-headed freakshows.



When you have the penultimate Rare Bonus Book in hand, head toward Mr. Ribs, who suggests leaving the house, going to the Front Gate and rescuing the final prisoner. Your time stops here.

### A Rare Find! Rare Bonus Book #99



*Before you head out to your final destination, demolish the vase on the table, to the left of the main entrance (under the painting of the mansion). That's your penultimate book.*

## Scene 13: Front Gate

**Health: 5**  
**Challenge: No**  
**Enemy Type:**  
**None**  
**Difficulty:** ☹



You appear outside the hated house. Check the shrubbery and the giant dog kennel to your right, then move to the other kennel.



The boxes around the garden, near the two dog houses, and the central statue all have cans. Use them in the Imp combat to come! The Cursed Power Up opposite the gate behind the statue's circular fence is where you can bash your way in.

### Rare Aware: Check this out!



*Look at both the water bowls of the giant (and unseen) Guard Dogs. Their names are familiar, as they've appeared to Scare you throughout the game! Also check out the Baron—he's flown into his own statue!*



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**Kidnapped Kid**  
**Freed: 10 of 10**



You reach the large kennel where Mr. Ribs stands near a water tray. The tray (marked "Mingella") holds your last kid. Cooper thanks the skeleton for his bravery, but he wants to leave now. Where's Amber?



While peering into the bushes for his friend, Cooper doesn't see a dozen Imps sneaking up behind him with a big bone! He's knocked out by the weapon, and the Imps set upon Mr. Ribs.



Only the head of poor old Mr. Ribs is left! Sharpening their cutlery, the Imps move in for a Cooper kill, only to be squashed by Ma Soupwill. Cooper is off the menu tonight!

## Ma Soupwill's Seek-and-Destroy Mission

**Health: 25**  
**Challenge: Yes**  
**Enemy Type: Imps**  
**Difficulty: [Three Imp icons]**



Ma needs to tackle 60 Imps. Move away from the main kennel, so these Ghoulies don't swarm you.



Ma isn't as quick as Cooper, so time your attacks to strike just as an Imp is about to attack. You can't afford to be hit too many times, so mind your timing.



Imp reinforcements arrive, but don't give up! Keep away from the main gatherings, and pick off each Imp. The spoon sweep and bash is Ma's only attack, although you can make use of the Power Ups dotted around.

## A Rare Find! Rare Bonus Book #100



The final Rare Bonus Book is in the water tray of Blobbelda. Check this while you're Cooper, or before the end of Ma's battle.

## This Is the End



A woozy Cooper comes to in the water dish, rubs his head, and looks around to see Ma Soupwill opening the gate and pointing! Get out of here!



Passing the remains of Mr. Ribs, Cooper waves goodbye to both. "You an' purty Miss Amber take good care o' yerselves!" shouts Ma.



Just then, Fiddlesworth arrives. "Where's Babs?" Fiddlesworth asks—he needs consoling.



Babs arrives with a thumbs up.



Amber is checking the map. She's worked out a shortcut—down the hill, right at the gnarled old tree, and through a place called Ghoulsville. As they set off, the sun rises, and everything's right with the world. Well, aside from that Ghoulish prop plane silhouette and madman's laugh—the Baron follows the pair toward the storm clouds of Ghoulsville!!





# SECRETS

## Grabbing Some Goodies

Whether you're peeking with naughty intentions at the game secrets, or want to find all the Rare Bonus Books and learn about the extra Bonus Challenges they unlock, you've come to the right place. Relax and read as we show you how to get the highest ending score possible, show off all 21 Bonus Challenge Games, and peruse the secret artwork and other options. Finally, an appendix has a checklist of all 100 Rare Bonus Book locations in the game.

## Super Scary Score: Going Out With a Bang!



The first order of business after Amber and Cooper complete the adventure and stroll down to Ghoulsville is to get your Super Scary Score, courtesy of Fiddlesworth. The faster you finish the adventure, the more points you score, up to a total of 25.



Time Taken	Points Awarded
3 Hours	25
(180 minutes) or less	
+25 Minutes	-1

You lose one point from the maximum possible 25 points for every 25 minutes over three hours.

The second part of the Super Scary Score reflects the number of Ghoules you defeated. The ones you ran away from or ignored don't count. The total to aim for is 700. You must defeat all enemies in a room—even the ones not necessary to complete the game, such as extra Skeletons or Imps hiding in scenery.

Ghoules Defeated	Score
700 or more	25
-20 enemies	-1

You lose one point from the maximum 700 for every 20 enemies under 700 defeated.

The third part of the calculation reflects the number of times you fainted during your adventure. Don't faint more than 20 times. You lose points for more swoons than that.

Times Fainted	Score
20 or less	25
+10	-1

You lose one point for every 10 times you faint over 20.

The last part of this calculation reflects the number of kid prisoners rescued. All are unlocked in the timed fifth segment of the walk-through. Each rescued kid is worth 2.5 points and the total is rounded up. If you rescue three kids, you get 8 points out of a maximum of 25 ( $2.5 \times 3 = 7.5$ , rounded up to 8). Rescue all 10 kids and you get 25 points.

Prisoners Rescued	Score
10	25
-1	-2.5 (rounded down)

Every prisoner you fail to rescue costs you 2.5 points (rounded down) off the maximum of 25.

### Cup of Tea, Sir?

If you used the Butler's Brew at any time during the adventure, the number of sips you slurped is mentioned, although this doesn't have any affect on your final score.

### Final Score, and Encore!



Once the score has been totaled up, you get the result and the credits start to roll. There is no benefit, aside from personal pride, to obtaining a large score or even a perfect one. After the credits finish, look to the menu screen after selecting your game and you'll see a "completed" sign splattered across the screen. The only way to replay the game is via the Features menu (or by starting a new game).

### The Worst Score: Ever!



You can also try for the worst score in the game. You cannot score lower than 6 out of 100 (1 out of 25 for each of the first three factors, and 3 for the last). To achieve this monumentally bad score, take longer than 780 minutes, dispatch fewer than 220 Ghoules, faint 260 or more times, and forget rescuing any

kids except the one at the Front Gate. This isn't something to aim for, but does show the minimum requirement for game completion.

## Challenge Mode: 21 Minigames of Madness!



At any time, you can access the Bonus Challenge menu and check out the Bonus Challenges you've unlocked by collecting Rare Bonus Books. For every five books you collect, one Bonus Challenge opens. You hear a jingle when you've grabbed a fifth book and opened a new Bonus Challenge.

The game has 100 rooms to visit (including revisits), and a Rare Bonus Book is hidden each time you visit a room. Be sure to search rooms like the Grand Hallway every time you appear there to get the total of 100 Rare Bonus Books available. The following table shows when the Bonus Challenges are awarded. You cannot access the later Bonus Challenges until you unlock the earlier ones.





Rare Bonus Books Collected	Bonus Challenges Available
0-4	0
5-9	1
10-14	2
15-19	3
20-24	4
25-29	5
30-34	6
35-39	7
40-44	8
45-49	9
50-54	10
55-59	11
60-64	12
65-69	13
70-74	14
75-79	15
80-84	16
85-89	17
90-94	18
95-99	19
100	20

## What If I Miss a Book?



Doik! If you miss a book during the game, then you've some game replaying to do! If you miss a book or more in any chapter in the main game, go into the Features menu, choose "Replay Scene," and play the Scene again. Or you can select "Bonus Challenges," then select Bonus Books, and go right to the Scene from this screen.

The game play is the same, but previously collected Rare Bonus Books don't appear—only the ones you missed. Continue replaying until you collect all 100 books.

## Where Can I Check my Book Total?



Replaying a chapter is all well and good, but what if you can't remember specifically where you forgot to collect a book? No need to panic. In the Bonus Challenges menu, you can check the total number of books collected in the bottom right corner. But if you check the button list and press **AB**, you enter another menu.



This checklist shows every room you visited, the chapter, and whether a Rare Bonus Book was grabbed from this chamber. If the bouncing Rare Bonus Book isn't to the left of the room name, you still need to collect it. Now replay that chapter, and bring it on home!

## The Challenge Game Goodies



The 20 Bonus Challenges each take between 10 seconds and a couple of minutes to complete, and each requires you to get a minimum score. You get instructions for each game the first time

you play, or press **Y** while choosing the Bonus Challenge. When the Bonus Challenge is over, you're rewarded. Truly pitiful scores get you nothing but a nasty remark from the creature introducing the event.



Poor scores yield a Bronze Medal—a bronze hanging bat on a white medal pin. There's nothing special about that!



Reasonable scores yield a Silver Medal—a silver hanging bat on a green medal pin. There's nothing special about that, either!



Good scores yield a Gold Medal—a gold hanging bat on a red medal pin. This is something to be proud of! If you win Gold Medals (or Platinum Medals) on all 20 Bonus Challenges, a secret, 21st Bonus Challenge opens.



Exceptional scores yield a Platinum Medal—a platinum hanging bat on a Union Jack medal pin. This is the highest honor you can receive. Get 20 Gold or Platinum Medals and you open the 21st Bonus Challenge.

In addition, each Platinum Medal unlocks a page from a gallery of conceptual art. View the art in a newly created menu screen ("Gallery") in the Features menu. You can unlock a total of 20 art pages, one for each Bonus Challenge.

The actual goodies you unlock are listed at the back of the book. The following table shows the scores needed to obtain each medal in each Bonus Challenge. Obviously, you want to aim for Platinum Medals in all 21 Bonus Challenges.

## The Best of British Luck, Tally-Bally-Ho!



This being a game from British developer Rare, the Platinum Medals come with a Union Jack ribbon, representing the flag of the United Kingdom. You learn the best possible score and the score targets for Bronze, Silver, and Gold (but not Platinum) Medals when you read the rules for each Bonus Challenge. If you score higher than the minimum needed for Platinum, you don't get anything extra—except the pride in knowing you're the best!



# The Bonus Challenges

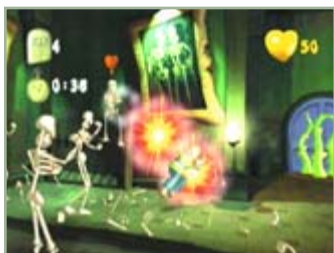
## Bonus Challenge #1: Billiard Room Bust-Up!



**Health: 50**  
**Enemy Type: Skeletons**  
**Bronze: 4**  
**Silver: 8**  
**Gold: 12**  
**Platinum: 16**



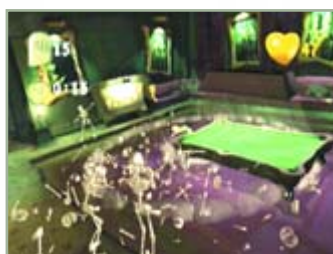
The plan is to smash as many Skeletons that appear within a minute. Two Skeletons appear as the Bonus Challenge begins. Simply run in and pummel them.



It's easy to get a great score on this Bonus Challenge, but to better the Platinum score, hit two Skeletons at a time. Once you damage a Skeleton, stay and smash it before you turn to another, or you'll never defeat any Skeletons!



Another great tactic is to "steer" your blows so that you whack a Skeleton into a nearby wall. Pummel him at the wall, rather than launching the Skeleton across the room and spending precious seconds tracking him down.



Finally, when you have 15 seconds left on the clock, head for the billiard table and swing it around to smash more Skeletons. Finish any stragglers before the time runs out. Follow these tactics, and you can demolish 20 Skeletons.

## Bonus Challenge #2: Bring Out the Imps!



**Health: 5**  
**Enemy Type: Imps**  
**Bronze: 12**  
**Silver: 24**  
**Gold: 36**  
**Platinum: 48**



This Bonus Challenge pits you against an ever-increasing number of Imps that crash through windows in the Game Room. Don't worry about your low Health; the first time you're struck by an Imp, the Bonus Challenge is over! Survive as long as possible without being hit, striking the Imps as they close in.



Time your attacks against the Imps. Run in and strike early; don't stand there and get hit! Stand in your initial position, move slightly to the window, and kick incoming Imps for the first 30 seconds.



At 27 seconds, the numbers of Imps increase, and you're swamped if you continue to stand still. Run to the other side of the room.



Ignore Imp combat for the remainder of the Bonus Challenge and run laps around the tables, passing the Imps and going around the Xbox. Weave around any Imps standing in your

way. Eventually about eight run after you and stop you, but you can easily clear a minute with this plan. Run away!

## Bonus Challenge #3: Super Duper Super Scary Shock!



**Health: 15**  
**Enemy Type: Ghoulie Amber**  
**Bronze: 3**  
**Silver: 6**  
**Gold: 9**  
**Platinum: 12**



Your health isn't important in this fright-filled button-tapping extravaganza! You're in Ye Olde Archives, and you've been surprised by the less-than-beautiful Ghoulie Amber. You're really freaked out this time—the Super Scary Shock button combination you're asked to tap is 15 buttons long!



The only buttons you need to press are A, B, X, and Y. In case you temporarily forget where these buttons are, the top-left part of the screen tells you, along with how many successful taps you've made. As soon as the



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combination appears, start furiously tapping the correct buttons. Press quickly and don't make a mistake!



Naturally, you need some practice. Some find it useful to use the left hand to tap **X** and **Y**, and the right hand to tap **A** and **B**. It helps to rest the controller on your lap. You're doing well if you get 10 hits or so in your first few attempts.



The sequence of buttons to press changes each time, but they almost always follow each other (occasionally you press **B** and **A** a couple of times in a row). There's no substitution for practice—that's all this Bonus Challenge requires. Yes, you can actually complete the combo!

## Bonus Challenge #4: Friday Night at the Embassy!



**Health: 30**  
**Enemy Type: Skeletons, Zombies**  
**Bronze: 3**  
**Silver: 8**  
**Gold: 13**  
**Platinum: 18**



There's fighting on the dance floor. Keep as much Health as you can after defeating all the enemies to claim your medal. Follow the tactics detailed to finish this task with at least your starting Health, if not more. Start by moving to the right.



Smash the propped-up painting of Ghouhaven and grab the +5 Energy Boost! Take the plant pot, but don't enter the gate. Instead, run around the perimeter to the third table and throw the pot at a line of dancers, hitting as many as you can. Now return and take the three piles of bottles. Aim all 18 bottles at various Skeletons. You can take at least two out completely.



Now take the next plant pot behind the third table, and throw it at a line of dancers. Finally,

grab the chair from the first table, and now enter the dance floor. Head for the packed area at the back, and swipe your chair three times quickly. Back up and head for the plant pot on the dance floor near the entrance or the painting on the wall before Skeletons pick them up.



Use these weapons to whack your undead chums. You can nab the guitar and continue thwacking. Finally, grab as many Zombie arms as you can to complete the combat. Hit and back away, moving in a circle. With this tactic, you can easily keep your Health in the 20s or higher.

## Bonus Challenge #5: Soak-a-Zombie!



**Health: 50**  
**Enemy Type: Zombies**  
**Bronze: 1:55**  
**Silver: 1:40**  
**Gold: 1:25**  
**Platinum: 1:10**



The ground floor of the Lighthouse is the setting for a

soak-down showdown between you and 20 Zombies. You need to dispatch all 20 in the shortest time possible—within one minute and ten seconds for the Platinum. It's straightforward if you apply the following plan.



First, continuously move around the room to each Zombie you see, and squirt just enough water to defeat it. Head forward, take out the first Zombie, then turn left and head to the slime bath for your second Zombie. Now smash the red chest near the yellow sweater on the barrel.



Out pops a Super Weapons Power Up, perfect for taking out the remaining Zombies. Stay in this area and take out another three or four Zombies, then smash the long, low board for a second Super Weapons Power Up. It allows you to squirt the undead until all 20 are defeated.



The Super Weapons Power Up is great, but make sure you grab both of them, and aren't swamped by Zombies. Squirt and defeat one from range, then turn and aim at the next. If you're surrounded, smack all the Zombies with your squirter, then retreat and fire. Use this plan, and you're done in a minute, tops!



## Bonus Challenge #6: A Touch of Frost!



**Health: 30**  
**Enemy Type:**  
**Imps,**  
**Skeletons,**  
**Zombies,**  
**Zombie Pirates**  
**Bronze: 4**  
**Silver: 7**  
**Gold: 10**  
**Platinum: 13**



How many of the freaky undead can you bash in a minute? Oh, you have to use items only (no fists, or the Bonus Challenge ends!). The total you defeat is your score. If you follow our little plan, we guarantee around 20 enemies dispatched. To start, turn right and smash the freezer on your right.



The enemies pour out of the central freezer. Ignore the bag and cake that fall out, and smack the vertical pipe ahead of you. Hit it on the far side and a One-Hit Wonder Power Up appears. Now we're talking! Activate that, then quickly pick up the cake and throw it at a line of incoming freaks. If you hit them, they are defeated, not damaged.



Do the same with the bag, then step left to the shelves. Pick up the potatoes and hurl them—each takes out an enemy if you're still powered up! Grab the bag near the next freezer, throw that, and continue picking up and throwing items. Is your One-Hit Wonder Power Up wearing off? Strike a vertical pipe and grab another!



These Power Ups make the Bonus Challenge easier, so continue to attack with three-hit items, thrown items, or large one-hit items. Each time you hit an enemy, it is dispatched. Remember not to continue attacking after your Power Up runs out! Continue around the freezer room until time runs out. You should easily beat the Platinum score!

## Bonus Challenge #7: Poor Ol' Fiddlesworth!



**Health: 15**  
**Enemy Type:**  
**Imps**  
**Bronze: 15**  
**Silver: 30**  
**Gold: 45**  
**Platinum: 60**



That farmer has gone and got himself in a pickle, and it's your job to defend his ginger form from incoming Imps. Fortunately, the Imps begin from four locations, one at a time. The first starts after six seconds from the cart near the door to the stables. Move in and kick the Imp away.



The second Imp appears from the well. Run in and boot the fiend away from Fiddlesworth before he closes in on the grass. The third Imp comes from the stack of hay bales. Run and hoof the Imp from this area, then move to the right.



Finally, kick the Imp that appears from the white picket fence. You now know where the four Imps appear. The Imps begin again in the same pattern—cart, well, hay bales, and fence. This time, however, they appear more quickly, one after another. Run in and kick an Imp, then make haste to the next location.



Don't stand guard at Fiddlesworth, because the Imps run behind him and attack before you can react. Instead, continue running around to each location. On the third lap, pick up the potatoes near the cart and use them to dispatch the Imps to ensure a Platinum Medal. On the fourth and fifth circuit, the Imps appear too quickly to save Fiddlesworth. Note that the Turbo Power Up behind the hay takes too long to grab.

## Bonus Challenge #8: Who's the Daddy?



**Health: 30**  
**Enemy Type:**  
**Ancient**  
**Mummies,**  
**Cursed**  
**Mummies**  
**Bronze: 1**  
**Silver: 3**  
**Gold: 5**  
**Platinum: 7**



You have one minute to survive the furnace, fighting a series of Ancient Mummies. The more Mummies you fry in the middle furnace, the better the score. Although seven Mummies get



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you a Platinum Medal, the tactics below allow you to score nine or ten toasted Mummies. Turn left and pick up the gold vase.



This contains a Cursed Mummy. Throw it into the fire, then strike the Mummy to your right. Move around him so he's between you and the furnace, strike him until he's dizzy, then reposition yourself.



Do not smack the Mummy off his feet until your attack is lined up with the furnace. The Mummy must be smacked straight into the fire, not into the wall next to the opening. If he lands short, attack again to finish the job. Now search for the remaining Mummies and repeat this takedown method.



Before your time is up, and ideally just after burning your sixth Mummy, run around to the opposite side of the furnace and pick up a second gold vase. Throw it into the fire, assuring the Platinum Medal because the second Cursed Mummy is inside. If there's time, continue to slap Mummies into the furnace.

## Bonus Challenge #9: Smash the Study, Buddy!



**Health: 15**  
**Enemy Type: Zombies**  
**Bronze: 3,500**  
**Silver: 6,000**  
**Gold: 8,500**  
**Platinum: 11,000**



The clock is ticking. You've 30 seconds to ransack the entire study, and you're rewarded with cash each time you destroy something of value. This is why the medal numbers are so large; you're judged by the dollar amount of damage you've done. To grab Platinum, you need to leave the room almost entirely destroyed! Start by picking up the plant pot to your left.



Walk in and throw the pot at the desk, smashing the vase, desk, and papers. Run around to the left side of the desk, pick up the set of drawers, and throw that at the window behind the desk. This is important, because the exterior window can only be damaged with an item. Smash the cupboard in the corner, taking out

both doors. Next, bust the chair if it wasn't caught in the drawer explosion.



Smash the safe, then pick up the Television and crash it through the nearby window. By now, you have grabbed two time extenders, vital for a Platinum rating. Head to the drawers to the right of the fireplace. Smash them, then throw the trophy into the fireplace. Next, pick up the bottles from the table and throw them at the bookcases, making sure all four windows (including the ones above the Mumbo figurine) are smashed.



You get cash for each bottle you throw. Now smash the vase, ignore the Zombie, and destroy the small vase on the table for another Time Extension Power Up. Bash the bottle on the table, the two chairs, and finally the other bookcase. If there's time, hit the stair banister, the large vase with a second Zombie inside, and the pot at the top of the stairs. You're done!

## Bonus Challenge #10: Chop Socky Whacky!



**Health: 30**  
**Enemy Type: Ninja Imps**  
**Bronze: 4**  
**Silver: 8**  
**Gold: 12**  
**Platinum: 16**



Getting a Platinum in this stage is difficult. The time limit of 2:30 doesn't matter—more critical is the fact that you can only inflict 10 attacks before you run out of attacks and the Bonus Challenge ends. Attack the Imps only with items that can damage multiple Imps. Refrain from punches and kicks. Pick up the gramophone.



Throw it at the Imps coming from the window to the right of the piano. Aim to take out three with this one shot. Nice! Now wait for the Imps to appear, and either line them up in front of the piano or get them to hit you into the piano. Inside the piano is a One-Hit Wonder Power Up. This is vital for obtaining the highest score possible. Save this until you're on your fourth hit.



Use the drum and cymbal in the main room, and another drum and plant pot in the room with the harp. Line each up so that you hit at least two Imps. They



survive one strike if you aren't using the One-Hit Wonder Power Up from the piano, so make sure it is working, then quickly line up the Imps before the power fades.



After the power of the One-Hit Wonder Power Up goes out, head into the fireplace area and swing the sofa around. There is a Super Weapons Power Up nearby in a bust that allows you to use the sofa twice. With your final two shots, pick up both pot plants near the door and finish the Bonus Challenge, hopefully hitting that elusive 16th Ninja Imp before the attacks run out.

### Bonus Challenge #11: Amber Wants a Kiss!



**Health: 100**  
**Enemy Type:**  
**Ghoulie Amber**  
**Bronze: 1:45**  
**Silver: 1:25**  
**Gold: 1:05**  
**Platinum: 0:50**



The premise here is straightforward enough. You've more than enough Health, and a nasty-looking Ghoulie Amber is in front of you. You must defeat her in as

short a time as possible without running out of Health. Amber has just as much Health as you, so you'd assume this is a monumental task. It isn't. It's incredibly simple. We guarantee a winning time of 30 seconds!



Back up into the Super Weapons Power Up, then turn to face the boxes where the can was. Run right, down the bookcases, turn right, and head for the bottles near the sealed door. Pick them up, turn around immediately, and throw them at once. Do this before Amber charges and smashes the bottles out of your hand, ruining any chance of a cool score.



Keep those bottles whizzing into Amber's head; the Super Weapons Power Up power ensures an infinite supply of bottles to stop her dead in her tracks. Keep throwing the bottles and you whittle her down to 10 Health or less in 10 seconds. Vary the timing of your throws so you don't knock her off her feet.



Now look to the left for a box near the corner of the bookcase. Pick it up as Amber gets to her feet, and throw it at her for a final attack. A fantastic time is yours! You can also run around picking items and hitting Amber, just like you did in the walkthrough.

### Bonus Challenge #12: Hey Big Swinger!



**Health: 1**  
**Enemy Type:**  
**Skeletons**  
**Bronze: 2**  
**Silver: 5**  
**Gold: 8**  
**Platinum: 11**



You have a minute to collect a pursuing bunch of Skeletons, lure them to the bath, and swing it into them. The problem is a lack of time and Health. We can help out with the latter. Turn left and smack the wicker basket in the corner for +10 Energy Boost.



Now run to the doors on the left and smash them to reveal a Skeleton. Smash the sauna glass and punch the Skeleton inside to attract his attention, then hit the wicker cabinet. Out pop Freeze Ghoulies. Use it if you wish, but don't use it too late or the Skeletons won't be in the right place.



Continue into the shower and smack a Skeleton so he chases you. Then smash the doors to the right, head behind the screen, and hit another Skeleton. Smash a wicker basket for +10 Energy Boost, then a wardrobe to the right of the doorway for another Freeze Power Up. (If you use both Freeze Power Ups, you will run out of time.) Finally, head around the standing mirror to a set of doors for the final Skeleton.



Move around the bathtub until all the Skeletons are chasing you. Make sure none is too far out of the bathtub swinging radius! With a little planning and timing, you'll destroy 12 bony fiends and claim your Platinum prize.

### Bonus Challenge #13: Gone to Pot!



**Health: 15**  
**Enemy Type:**  
**Vampire Chickens**  
**Bronze: 5**  
**Silver: 9**  
**Gold: 13**  
**Platinum: 17**



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You've a minute to take out as many Vampire Chickens as possible, but you cannot destroy any items, including the pots that litter the ground. You must be close to any Vampire Chicken you shoot, and fire at them so that they bounce into a giant main pot or wall, not the breakable scenery.



It takes several attempts before you know which pots don't smash, so learn this well, and take out eight or so Vampire Chickens from your starting point. When you've done this, run to the right, around a pot, and claim the Freeze Power Up. Now run to the far side of the potting room and claim the second Freeze Power Up and the Super Weapons Power Up.



Spend the remaining time shooting the frozen chickens, making sure you line them up so they don't bounce into breakable pots when they unfreeze. You can tag another eight or so chickens while they remain frozen, and reach your desired total.



Now wait for the time or Freeze Can to run out. If there's extra time, shoot more Chickens! With this plan, you can fire at as many Chickens as you want early on. You're guaranteed a Platinum Medal if have 10 or more in the bag when you freeze and shoot the chickens.

## Bonus Challenge #14: Kick 'Em Quick



**Health: 30**  
**Enemy Type: Flying Imps**  
**Bronze: 1:35**  
**Silver: 1:20**  
**Gold: 1:05**  
**Platinum: 0:50**



This time you're taking the lovely Amber out for a spin inside Fiddlesworth's old cottage. It seems the gardener has a Flying Imp infestation, and you have to deliver a quick kick to 20 of them in the shortest amount of time. Health isn't a concern; finishing fast is! Start by moving into the living room.



You meet your first 10 Flying Imps here. Remain in this area, and hit each one back and forth as it flies in. These are easily dealt with in 10 to 20 seconds or so. Don't follow an Imp, let it come to you. There's always an Imp wanting to attack.



When the first 10 are done, another 10 explode from the barrel leaning against the wall near the Kitchen. Matters get more intense as Imps dive-bomb into the ground! Step out of the main area, heading toward the rug and fireplace. Strike any incoming Imps once they spear the floor, having missed you.



There's a Traitor Fever Power Up and Turbo Power Up in the fridge, and another Turbo Power Up in a chest in the corner of the living room. These help you immensely in the second part of the battle. Other-wise, stay away from the bed (although bottles are available to throw), because it wastes time reaching the upper cottage area.

## Bonus Challenge #15: Take Out the Trash!



**Health: 10**  
**Enemy Type: Spiders**  
**Bronze: 18**  
**Silver: 15**  
**Gold: 12**  
**Platinum: 9**



The plan is simple: Take out 30 Spiders in nine attacks or fewer. Think carefully about when and where to strike at the Spiders. Coax together all the Spiders from the first wave. Move toward the window with the yellow light and step on three Spiders.



When the Spiders start to move, circle them in this area until all 12 of the first wave of Spiders are swarming you. Keep moving in a large circle to avoid their attacks. You can watch them hit each other and gradually whittle down their Health. Head to the large dumpster, and swing it.





Wait until all 12 Spiders are within the swing radius, and take them out with one swing! Don't damage the nearby bins! Now pick up a bin and wait for the next wave of Spiders to appear. Coax all of them into a large area. Wait until at least six appear, then hit all of them with a thrown bin or broom attack.



Repeat this plan until the last wave of Spiders appears. Take your time and coax all Spiders into one area, then time an attack to send seven or eight flying at once—the chair is good for this. Ignore the Invisibility Power Up, because you want the Spiders to swarm you. This plan lets you finish off the Spiders in seven strikes!

### Bonus Challenge #16: Dirty Laundry!



**Health: 30**  
**Enemy Type:**  
**Ninja Imps**  
**Bronze: 12**  
**Silver: 18**  
**Gold: 24**  
**Platinum: 30**



You need to take out as many Ninja Imps before time runs out, and they continue to appear from the 12 central washing machines once you fire at the doors. Fortunately, all the round wicker baskets contain a +10 time extension. Run around to the right and fire at the washing machines.



Take out four Imps, then blast the two baskets, and a third behind it in the entrance to your right to collect the +30 seconds of time. Now run down the stairs, shoot the wicker basket, and collect two Super Weapons Power Ups. These are vital for your continued success. Return to the washing machines, and move right.



Blast the machines as you run around them counterclockwise. Shoot three more wicker baskets as you may your way to the far corner of the room. Fire at all doors and Imps on the way.



Now spend the remaining time shooting Imps that appear from the doors and those running around from the machines you blasted earlier. Keep this up and you run out of Super Weapons Power Up at the very end of the action. By then you should have bagged 32 to 35 Imps—more than enough for your Platinum Medal!

### Bonus Challenge #17: Catch the Cowards!



**Health: 5**  
**Enemy Type:**  
**Imps**  
**Bronze: 8**  
**Silver: 13**  
**Gold: 18**  
**Platinum: 23**



Getting the Platinum here requires a lot of hard work! Bash the metal door behind you for a Turbo Power Up. Now you have a minute to take out as many Imps as you can. Begin your fast jog around the side of the table, and take out a couple of Imps.



Destroy the three cage crates near the door at the far end of the room, activating the three Miniature Cooper Power Ups inside. To maximize their usefulness, do this with around 40 seconds to go (the Imps appear more frequently later into the Bonus Challenge).



Smash the trolley near the Wellington boots, because it contains a second Turbo Power Up, allowing you to catch up to the Imps and defeat more of them. With about 20 seconds to go, check the corner of the operating table near the boots for some bottles to throw.



You can quickly take out six Imps at once with this. Head into the corner, pick up a boot, and use it to slap two or three Imps at once. Continue this Wellington smack-down until time runs out, and you may be able to take out as many as 25 Imps!





## Bonus Challenge #18: Bedtime Gory!



**Health: 30**  
**Enemy Type:**  
**Big Head Imp,**  
**Flying Imps,**  
**Skeletons,**  
**Zombies,**  
**Spiders, Ninja**  
**Imps, Haunted**  
**Televisions,**  
**Worms**  
**Bronze: 5**  
**Silver: 11**  
**Gold: 17**  
**Platinum: 23**



It's very difficult to get more than 23 points for this one, but we'll tell you how to maximize your smacking potential. You've one minute to destroy as many enemies as possible, but not purple Imps! Fortunately, only one purple Imp appears. Move Amber and smash the two cupboards and drawers on the right.



Pick up all three One-Hit Wonder Power Ups, then tackle the two Flying Imps and a Skeleton moving in from the main bedroom. Now smash the two sets of drawers and both cupboards. Out pop three Turbo Power Ups, one Super Weapons Power Up, and two Flying Imps. Deal with them all, and check your time. Try to exit this area with 42 seconds left on the clock.



Five enemies down. Now turn right, smash the grandfather clock, and beat down the two Zombies. Smash the middle of the desk and destroy the Spiders that appear, but don't hit a nearby Imp. Let it latch onto your head if you want. It won't defeat you, and this keeps it away from harm.



Smash the two pots by the window for two sets of Zombies. Tackle a Skeleton in the main area, and another one as you pop the pot left of the bathroom entrance. Hit the washbasin in the bathroom and stomp three Ninja Imps. Tackle another Skeleton on the way out of the bath, and move to the corner bookcase and break it for four Worms. Your enemy total should be at least 23.

## Bonus Challenge #19: Who's Still the Daddy?



**Health: 15**  
**Enemy Type:**  
**Ancient**  
**Mummies**  
**Bronze: 6**  
**Silver: 9**  
**Gold: 12**  
**Platinum: 15**



Take down 15 Mummies to win the Bonus Challenge. You need practice to emerge victorious with one minute and 10 attacks. Destroying each Mummy takes two swipes of the candle, so multiple hits are necessary.



From your starting point, wait until all eight of the first wave of Mummies enter the central area, then coax them ahead and right slightly. Don't worry. They won't hit you yet! Move to the large golden ram statue by the outer wall. Smash the statue, and out pops a One-Hit Wonder Power Up. You might want to run around the left side of the corridor to grab a Turbo Power Up on a shelf.



With around 45 seconds left on the clock, wait until all the Mummies are crowding you, and execute an attack. With any luck, you hit and take out six Mummies. You need nine more to win Platinum. Wait in this corner for more Mummies to appear, and tackle four at once.



Use your remaining six strikes or so to take out groups of two or three Mummies after the One-Hit Wonder Power Up has faded. Remember that each Mummy needs two hits, meaning you have to hit them in enclosed spaces so they both hit the ground near each other. Wait for them to rise if you can, and hope to demolish 15 in time.

## Bonus Challenge #20: (Don't Fear) the Reaper!



**Health: 1**  
**Enemy Type:**  
**Grím Reapers**  
**Bronze: 0:25**  
**Silver: 0:40**  
**Gold: 0:55**  
**Platinum: 1:10**





You're in the garden, and must survive for as long as possible while three Grim Reapers appear to chase you, gradually increasing in speed. If you're hit, the Bonus Challenge ends, so keep moving and learn the layout of the garden. An additional Grim Reaper appears every 10 seconds until three are roaming around.



Head left, grab the box near the compost heap, and run past the Reaper on your right to a collection of pots on the outer wall. Throw the box at the pots and out pop two Miniature Cooper Power Ups. Ignore these for now and run around the large shrub to the right.



With a couple of Reapers on your tail, pick up the rake leaning against the dead tree, and flee, making a wide arc to avoid the Reapers. About 30 seconds in, run into the Miniature Cooper Power Ups to waylay the Reapers. Now only deft maneuvering can save you!



As the Reapers close in, run for the six trees growing between the path to the fountain (there are four sets), and weave around these to escape the Reapers. If you can, strike one down with your rake, and continue fleeing until you reach 1:10 seconds. You've done it!

### Bonus Challenge #21: Play It Again, Son!



**Health: 10**  
**Enemy Type: All enemies (!)**  
**Bronze: N/A**  
**Silver: N/A**  
**Gold: N/A**  
**Platinum: Complete Challenge!**



This secret Bonu Challenge is only opened after you collect 100 Rare Bonus Books and achieve Gold or Platinum (or any combination of Gold and Platinum) Medals for the previous 20 Bonus Challenges. Enter the Bonus Challenge and you play as Amber.



The rules are different. You always have 10 Health, no matter what room you're in (meaning you must complete every button combo from a scare or you fail that room. Fortunately, you can quit out at any time, then return to the Bonus Challenge from the room you left.



In addition, there are no Ma's Soups! That's right: no Energy Boosts or Power Ups! This makes matters incredibly difficult in some instances (such as attacking the Jessie & Clydes in Krackpot's Laboratory) and easier in others (such as weaving through the Cinema in chapter 5). You needn't collect any Rare Bonus Books, however; you have them all.



You play as Amber, which is weird when you have to fight your Ghoulie self! The timer continues to tick in the top-left corner of the screen. "21" refers to the Bonus Challenge number, not your number of lives. You can fail a room any number of times, but this affects your completion time. You can win a Platinum Medal no matter how long you take, but three hours is the Bonus Challenge we're throwing down!

### Finishing the 21st Bonus Challenge



When you've completed the 21st Bonus Challenge, you get a special message from Baron von Ghou. The Baron isn't telling us exactly what cool prizes are available except that the first prize is easily spotted, and the other two are hidden away but well worth finding.





Tucked away in the Features menu is a Gallery option. Enter this and a new storybook opens, showing you cool features, elements, and unused characters as well as behind-the-scenes stuff. You unlock another page with each subsequent Platinum Medal until you reach a total of 20. Below, we describe the pages in detail.

## Page #1: Where It Began...



This shows the first-ever sketches of Amber, a Zombie, and Cooper, along with Crivens.

## Page #2: Amber Evolution



Cooper's best pal has undergone a few changes in her transformation from sketch to rendered reality, including hair and style tweaks.

## Page #3: Alternate Chapter One Title Page



Cooper gags Amber in a room full of Imps! This sketch was too wide to fit on a single page.

# APPENDIX I: THE GALLERY REVEALED!

## Page #4: From Storyboard to Storybook



The first sketches of Ghoulie Amber and the Baron are shown both in early storyboard sketches and in final book graphics.

## Page #5: Missing in Action



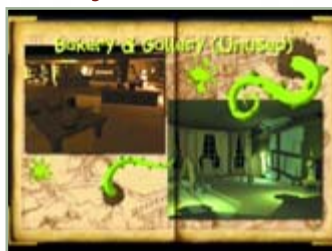
Perhaps these fiends will appear in a sequel? Check out the fat Flying Imp, the "plant Dracula," super-fat Zombie, and Fire Snake (he appears in some portraits around the house).

## Page #6: Boathouse Concept Sketch



The angular gothic style of the Boathouse hasn't changed much since this sketch art. The final place is narrower and taller, but just as spooky!

## Page #7: Bakery & Gallery (Unused)



Two chambers in the mansion that were rendered early on but not textured. Elements of the Bakery made it into the Kitchen, while the Gallery's windows and art found a home in the Music Room.

## Page #8: Haunted TV Dinner



Check out Amber as she sneaks behind a chair to steal a Skeleton's hamburger while the Grim Reaper, the Baron, a Zombie, and a Cursed Mummy check out the TV.

## Page #9: Character Sketches



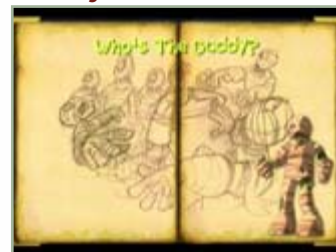
Some early sketches of Cooper, some men in underpants, and a Cooper/Mummy altercation. Check the early version of the Warlock, too!

## Page #10: Casualties of War



Some really cool characters never made the cut. Included are a short Vampire, a female Vampire, and the Baron's personal servant!

## Page #11: Who's the Daddy?



The Rare designers are the true Daddies, as this cool concept combat between Cooper and the bandaged ones shows.

## Page #12: Museum (Unused)



Another super-cool environment missing in action. It looks like these giant flytrap plants would nip and nibble, and these large glass cabinets would contain unspeakable deviants!



### Page #13: A Much-Needed Break



This art was also called "Snooker Loopy" (after a shockingly bad English song from the 1980s), and features the gang playing a spot of Snooker.

### Page #14: Mansion Evolution



While the final mansion at the bottom of the page has the scary "Baron's window," the top homes are a little more stately and less scary.

### Page #15: Involuntary Redundancies



Two of the coolest-looking critters of all time couldn't pound their way into the game. Check out the Rock Monster and the Pirate Skeleton, arrr!

### Page #16: Zombie Evolution



Along with a storyboard sketch of Cooper combat, the bottom of the page shows the Zombie change from "cute-and-fat" to "perturbed and flatulent."

### Page #17: Dubious Experiments



This great piece of art shows what would have happened if Dr. Krackpot's beam hadn't mis-fired: Amber is strapped to the operating table while a Vampire subdues Cooper.

### Page #18: Observatory (Unused)



Another cool chamber there wasn't room for, this shows the hanging planets, loads of glowing orbs, and other Krackpot-influenced machinery.

### Page #19: Early Style Tests



Rare reveals a quartet of early tests for the game, showing fatter Zombies and a blue-shirted Cooper.

### Page #20: Tally-Bally-Ho!



The Baron chugs into the sky, his plane weighed down by a Hunchback, Zombie, Mummy, Pirate, and Ghoulie Amber!

## APPENDIX II: RARE BONUS BOOK REVELATIONS!



Think you've seen all the game has to offer? Think again! More Easter Eggs are available, and they've been there from the start of the game! Check out the "attract screen" for the game, showing the candle and uncovering of those dusty books: In the desk drawer are two Xbox games, with art of Banjo and Mumbo on them!



Next comes the opening of a Rare Bonus Book! Although this lasts less than a second, the book has four distinct pages, all of which feature cool stuff from Rare's past. Page 1 features (clockwise from top left) a picture of Chris, Tim, and Mark (Rare's founders) from the 1980s, the Jetman cover, the logo of Ultimate Play the Game (Rare's old name), Robbie the Robot from *Pssst*, a Sabrewulf logo, the box cover from *Knight Lore*, and a Super Blown Red Racer from *Tranz Am*.



Page 2 of the Rare Bonus Book is simply a picture of Banjo and Kazooie.



Clockwise from top left, page 3 shows another picture of Banjo and Kazooie, a picture of Banjo and a Gruntling, another picture with Banjo in it, a blue creature called a Jingo, and Gruntelda the witch from *Banjo and Kazooie*.





Page 4 shows another frolicking scene featuring everyone's favorite bear-and-bird combination, Banjo and Kazooie.



Under the Rare Bonus Book is the Microsoft book. This has three pages, the first of which is a montage of all of Microsoft's Xbox games, including *Halo*, *Bloodwake*, *Kung Fu Chaos*, *Mech Assault*, *Amped*, and *Blinx: The Time Sweeper*.



The next page shows the Xbox: Live Starter Kit, complete with headphones, a picture of a girl playing, and a picture of *Mech Assault*.



The final page of the Microsoft book shows a schematic design for the Xbox system and the Controller S. After that comes the *Grabbed by the Ghoulies* storybook where all the action is!



## APPENDIX III: RARE BONUS BOOK LOCATION CHECKLIST



Want instant knowledge of every Rare Bonus Book location in the entire adventure? Check this out! The following table has a tickbox for you to use when you locate a Rare Bonus Book, the name of the room, and a description of where the book is. For a picture of each location, consult the walkthrough. Happy hunting!

Total Book Collection Numbers:	
Chapter	Your Rare Bonus Book Collection Should Number:
Chapter 1	12 Rare Bonus Books
Chapter 2	52 Rare Bonus Books
Chapter 3	86 Rare Bonus Books
Chapter 4	87 Rare Bonus Books
Chapter 5	100 Rare Bonus Books!

### Rare Bonus Book Locations. Chapter #1: The Rescue

Tickbox	Room	Book Location
<input type="checkbox"/> #1	Scene 1: Grand Hallway	As Cooper starts the scene, the book is in plain view on the stairs.
<input type="checkbox"/> #2	Scene 2: Trophy Room	The book is lying on the floor in front of the exit.
<input type="checkbox"/> #3	Scene 3: Billiard Room	The book is to Cooper's left as he enters the room on a long, L-shaped pink bench.
<input type="checkbox"/> #4	Scene 4: Gaming Room	Behind Cooper—when you regain control—on top of a rocking chair.
<input type="checkbox"/> #5	Scene 5: Billiard Room	On Cooper's right when he re-enters the Billiard Room is a grandfather clock; on the far side of this clock, facing the bench, is the book.
<input type="checkbox"/> #6	Scene 6: Lower Corridors	Walk through the corridor, and head toward the barred-off Ghoulie get-together. The book is propped up against the far side of a pillar on the right-hand side of the corridor.
<input type="checkbox"/> #7	Scene 7: Cinema	The book is lying on a bookshelf in the open—you don't have to destroy the shelf to collect it.
<input type="checkbox"/> #8	Scene 8: Gaming Room	The book is in the playpen around the corner from Cooper's starting position—you need to break open the front railing to get at it.
<input type="checkbox"/> #9	Scene 9: Basement	The book is in a broken sarcophagus to the left of the +5 Energy Boost.
<input type="checkbox"/> #10	Scene 10: Relic Store	The book is among a pile of stuff, opposite the exit door.
<input type="checkbox"/> #11	Scene 11: Ye Olde Archives	The book is to your right from your starting position in the crook of an L-shaped bookshelf on a crate.
<input type="checkbox"/> #12	Scene 12: Cellar	The book is in the left-hand corner propped up against a blue crate, facing the distant exit.



## Rare Bonus Book Locations. Chapter #2: The Restoration

Tickbox	Room	Book Location
<input type="checkbox"/> #13	Scene 1: Kitchen	The Rare Bonus Book is on top of one of the two stoves, in the 2 o'clock position from Cooper's starting position.
<input type="checkbox"/> #14	Scene 2: Scullery	On your immediate right as you enter the Scullery is a large gray tea urn. Break it open to reveal the book.
<input type="checkbox"/> #15	Scene 3: Lower Corridors	Opposite the exit, just before the bars, is a bricked-up passageway with a crate in it. The book is hidden behind this crate.
<input type="checkbox"/> #16	Scene 4: Embassy Ballroom	After exiting the dance floor, there's a short corridor before you head onto the stage. The Rare Bonus Book is lying on the tea urn near the exit.
<input type="checkbox"/> #17	Scene 5: Conservatory	The book is behind a wooden slatted table and two benches, leaned against a plant pot in the corner.
<input type="checkbox"/> #18	Scene 6: Boathouse	On your right as you enter the Boathouse is a large gray shelving unit with the Rare Bonus Book inside the bucket.
<input type="checkbox"/> #19	Scene 7: Lighthouse Store	This easy-to-miss book is immediately behind Cooper as he starts the scene, by the entrance door.
<input type="checkbox"/> #20	Scene 8: Lighthouse Living Quarters	The book is lying on top of a pile of other books, next to the toilet.
<input type="checkbox"/> #21	Scene 9: Lighthouse Lantern Room	Follow the path around until it dead-ends; break the two barrels to reveal the Rare Bonus Book inside the left-hand keg.
<input type="checkbox"/> #22	Scene 10: Lighthouse Living Quarters	The book is half-submerged in the slime-filled bathtub.
<input type="checkbox"/> #23	Scene 11: Lighthouse Store	The book is immediately behind Cooper as he starts the scene at the very end of the wooden balcony.
<input type="checkbox"/> #24	Scene 12: Boathouse	This book is inside the treasure chest in the center of the Boathouse.
<input type="checkbox"/> #25	Scene 13: Dining Room	The Pirate Captain has this book next to him, on the far side of the longest bench in the room.
<input type="checkbox"/> #26	Scene 14: Embassy Ballroom	The book is lying on the table closest to the stage.
<input type="checkbox"/> #27	Scene 15: Lower Corridors	The Rare Bonus Book is down the bricked-up passageway on the far side of the right-hand pillar.
<input type="checkbox"/> #28	Scene 16: Scullery	The Rare Bonus Book is next to a large pile of stacked plates in a sink.
<input type="checkbox"/> #29	Scene 17: Kitchen	Go into a dead-end area with work surfaces and a large window. As you face the window, the book is lying to your left on the worktop, directly under a light.
<input type="checkbox"/> #30	Scene 18: Fffreezer	The Rare Bonus Book is on your right in a large set of shelves stacked with food.
<input type="checkbox"/> #31	Scene 19: Garbage Yard	The book is poking out of an oven door.
<input type="checkbox"/> #32	Scene 20: Wood Shed	The book is under a plant in the corner by a hole in the wall with three Spiders on top of the plant.
<input type="checkbox"/> #33	Scene 21: Farm Yard	Smash open the woodchipper; the book is inside. You must do this before or during the Challenge as the scene ends automatically once the Challenge is over.
<input type="checkbox"/> #34	Scene 22: Chicken Shed	As you enter the third open area, there are some hay bales on your left. The Rare Bonus Book is on the far side of these, next to the chicken coops. It's easiest to see on your way back to the exit once you have the egg.
<input type="checkbox"/> #35	Scene 23: Farm Yard	The Rare Bonus Book is propped against a white picket fence. An Imp is directly over it, waiting to attack.
<input type="checkbox"/> #36	Scene 24: Workshop	The Rare Bonus Book is lying between the vase and the bench on the floor on the other side of the central furnace.
<input type="checkbox"/> #37	Scene 25: Lower Corridors	Follow the corridor past the exit door to find the Rare Bonus Book next to the metal bars in a large mauve vase.
<input type="checkbox"/> #38	Scene 26: Pantry	As you approach the exit, the barrel closest to the exit on the left-hand side contains the Rare Bonus Book.
<input type="checkbox"/> #39	Scene 27: Kitchen	The book is leaning against the wall to the left of the Fffreezer door. You must get this book before you retrieve the egg from Mr. Ribs, at which point the scene ends automatically.
<input type="checkbox"/> #40	Scene 28: Grand Hallway	The painting to the left of the exit door drops the Rare Bonus Book.
<input type="checkbox"/> #41	Scene 29: Cloakroom	The book is behind a coat rack behind the right-hand curtain of the right-hand window.
<input type="checkbox"/> #42	Scene 30: Sitting Room	Break open the grandfather clock to reveal the Rare Bonus Book.
<input type="checkbox"/> #43	Scene 31: Music Room	The book is immediately behind you from your starting position atop an accordion.
<input type="checkbox"/> #44	Scene 32: Walled Garden	Head right from your starting position against the outer wall and you run into the Rare Bonus Book.
<input type="checkbox"/> #45	Scene 33: Study	As you walk toward the exit, on the right is a window with the book is on the windowsill.
<input type="checkbox"/> #46	Scene 34: Music Room	Defeat the Hunchback to collect the Rare Bonus Book.
<input type="checkbox"/> #47	Scene 35: Sitting Room	The book is lying under the pink sofa.
<input type="checkbox"/> #48	Scene 36: Cloakroom	The book is on the right inside a green trunk in front of two windows.
<input type="checkbox"/> #49	Scene 37: Grand Hallway	The Rare Bonus Book is on a set of shelves to the left of the secret passage door.
<input type="checkbox"/> #50	Scene 38: Kitchen	To the right of the door that leads to the Scullery is a set of shelves with the Rare Bonus Book hidden within. Use the Fire Extinguisher to break the shelves and reveal the book.
<input type="checkbox"/> #51	Scene 39: Cellar	As soon as you start the scene, turn to face the entrance. The book is wedged between a pile of boxes and the wall.
<input type="checkbox"/> #52	Scene 40: Ye Olde Archives	Immediately before is the door to the Relic Store, there is a low, brown crate with the Rare Bonus Book inside.





## Rare Bonus Book Locations. Chapter #3: The Riddle

Tickbox	Room	Book Location
<input type="checkbox"/> #53	Scene 1: Grand Hallway	To the right of the Cloakroom door is a blue vase with the Rare Bonus Book inside.
<input type="checkbox"/> #54	Scene 2: Housekeeping Store	Walk past the Haunted Television; the Rare Bonus Book is to the left against a painting of the Hall in an alcove.
<input type="checkbox"/> #55	Scene 3: Crivens' Quarters	The book is to the left of Crivens' bed inside the bedside cabinet.
<input type="checkbox"/> #56	Scene 4: Housekeeping Store	When you defeat the Warlock, he drops the Rare Bonus Book.
<input type="checkbox"/> #57	Scene 5: Grand Hallway	The book is lying outside Baron von Ghoul's door, a door barred with purple brambles.
<input type="checkbox"/> #58	Scene 6: Upper Corridors	Head forward until you reach the group of squabbling Mummies, and then take the left-hand path. You can only go a short way before iron bars block your path. Smash open a vase on your left to reveal the Rare Bonus Book.
<input type="checkbox"/> #59	Scene 7: Bathroom	Stand facing the exit, and then look right. Break open a toilet behind a screen to find the Rare Bonus Book.
<input type="checkbox"/> #60	Scene 8: Schoolroom	As you enter, there's a series of red-doored cupboards to your left. On the third cupboard from the left is a large globe with the Rare Bonus Book in it.
<input type="checkbox"/> #61	Scene 9: Infirmary	Walk past Fiddlesworth to face the desk, and then head right past the half-blocked corridor. At the very end is a boarded-up door. To the right of this, snugly against the wall, is the Rare Bonus Book.
<input type="checkbox"/> #62	Scene 10: Dunfiddlin Cottage Garden	There are two Vampires near the exit for this scene, one among the tree trunks and another on the hilly path up to the Greenhouse. Once you've exchanged the water squirter for Ol' Edna, reverse course and destroy the two Vampires. The one on the hill has the Rare Bonus Book inside it.
<input type="checkbox"/> #63	Scene 11: Greenhouse	As you start out, turn left through the first gap in the plants that you see, and then almost immediately right through the next gap. You should now be in a rectangular section with a Shocker Blocker Power Up. On your left are three pumpkins in a row. The Rare Bonus Book is under these and can be collected by walking Cooper up against them.
<input type="checkbox"/> #64	Scene 12: Potting Room	Walk straight forward from the entrance/exit and you see the rhyme piece, with a bench on either side. Move to the bench on the right of the rhyme fragment and use a swing attack or shot from Ol' Edna to break the middle of the three pots and reveal the book.
<input type="checkbox"/> #65	Scene 13: Greenhouse	In the corner opposite the exit where the two outer walls of the Greenhouse meet is a large pile of potatoes. Attack these to reveal the Rare Bonus Book within.
<input type="checkbox"/> #66	Scene 14: Dunfiddlin Cottage Garden	Follow the path along to the garden gate. On your right is a large bush. Behind this bush is the book, lying out and open on the grass.
<input type="checkbox"/> #67	Scene 15: Dunfiddlin Cottage	On your left as you enter the scene is a large fridge, which seems unbreakable. Complete the first part of the Challenge (Warlock, 20 hits or less) and then activate the second Challenge (kill alternating types of Ghoulies). At this point, the fridge has been opened by the Zombies bursting through it. Return to it and look for the book inside.
<input type="checkbox"/> #68	Scene 16: Workshop	Head forward/right when you start the scene. Nearby is a large metal pottery oven. Breaking the door off reveals a large pot. Break this pot to reveal the Rare Book.
<input type="checkbox"/> #69	Scene 17: Farmyard	To Cooper's right as he starts is a large millstone with a hole in the middle, leaning up against the broken brick wall. Destroy this to reveal the Rare Bonus Book.
<input type="checkbox"/> #70	Scene 18: Foundry	To the left of the furnace on a bench is a large pair of bellows. Break these to reveal the book inside.
<input type="checkbox"/> #71	Scene 19: Stables	Heading through the stables, you destroy two walls and a wooden gate. After you walk through the remains of the gate, on your immediate right the book is on a pile of barrels and crates.
<input type="checkbox"/> #72	Scene 20: Foundry	To the left of the furnace, is a barrel with a Rare logo on it—break this barrel to reveal the book and a Cursed Mummy.
<input type="checkbox"/> #73	Scene 21: Farmyard	Defeat Jessie & Clyde to reveal the Rare Bonus Book.
<input type="checkbox"/> #74	Scene 22: Wood Shed	Heading through the Wood Shed, the player encounters four Medusas. The fourth, closest to Fiddlesworth, yields a book when dispatched.
<input type="checkbox"/> #75	Scene 23: Garbage Yard	Stand at the foot of the ramp that leads up to the exit. To your right, in the corner, is a large rubbish bin with the Rare Bonus Book inside.
<input type="checkbox"/> #76	Scene 24: Fffreezer	The second upright freezer on your right contains a Ancient Mummy, as well as the book.
<input type="checkbox"/> #77	Scene 25: Kitchen	At the start of this scene, head left toward the stairwell leading to the Cellar. The Rare Bonus Book is lying against a wall near the blocked door.
<input type="checkbox"/> #78	Scene 26: Laundry	Ascend the stairs and immediately turn right at the top. The leftmost washing machine has a pile of towels on it with the Rare Bonus Book inside.



### Rare Bonus Book Locations. Chapter #3: The Riddle (continued)

Tickbox	Room	Book Location
<input type="checkbox"/> #79	Scene 27: Servants' Dormitory	The Haunted Door guarding the exit drops this book when it is destroyed.
<input type="checkbox"/> #80	Scene 28: Servants' Bathroom	On your left when you start is a boiler—when the timer runs out after 80 seconds, a Cursed Mummy jumps out of the boiler, bringing the book with it.
<input type="checkbox"/> #81	Scene 29: Attic	To find this book, head up the stairs, and break through into the first compartment by destroying the two blue boxes on your right. Break through into the second by destroying the purple chest on your left. Once in, break the chest on your immediate right. At this point, a Haunted Painting attacks you. Turn left again and you see a table in front of you with a sewing machine on it, next to a Haunted Television. Walk to the left of the table and you see a wooden cupboard unit next to a beam—look here for the book.
<input type="checkbox"/> #82	Scene 30: Grand Hallway	On either side of the exit door are statues of "Wolfgang Mozart." As you stand facing the exit, the right-hand one of these spawns a Rare Bonus Book if it's destroyed by the Soda Can Shooter.
<input type="checkbox"/> #83	Scene 31: Experiments Chamber	In the sideroom off the main chamber is a large machine. Shoot off the panel that's directly opposite the doorway to reveal the book.
<input type="checkbox"/> #84	Scene 32: Krackpot's Lab	After the storybook, three Jessie & Clydes burst out of a freezer cabinet in the green-tinted side room of the lab. Run inside the cabinet to find the Rare Bonus Book.
<input type="checkbox"/> #85	Scene 33: Experiments Chamber	As you enter the main chamber from the sideroom, some lockers are embedded in the wall on your right with the Rare Bonus Book inside.
<input type="checkbox"/> #86	Scene 34: Grand Hallway	As you leave the Experiments Chamber, run up the flight of stairs to your left, then head left through the large green doors into the dead end by the door leading to the Upper Corridors. Turn around, and you see the book tucked behind the door on your left.

### Rare Bonus Book Locations. Chapter #4: The Reckoning

Tickbox	Room	Book Location
<input type="checkbox"/> #87	Scene 1: The Baron's Quarters	Forward and left from Cooper's starting point is a raised, tiled area—the Baron's bathroom. Behind the bath, a small cabinet is mounted on the far wall to the right of the washbasin. Break this cabinet open to reveal the only Rare Bonus Book for this chapter.

### Rare Bonus Book Locations. Chapter #5: The Race

Tickbox	Room	Book Location
<input type="checkbox"/> #88	Scene 1: Grand Hallway	To the immediate right of the exit door is a medium-sized blue vase with the Rare Bonus Book inside.
<input type="checkbox"/> #89	Scene 2: Bathroom	Walk straight ahead to the locked door close to the toilet. Immediately to the right of the door is a cupboard with the book inside.
<input type="checkbox"/> #90	Scene 3: Conservatory	Opposite your start position is a bench with a plant pot weapon on the left. Destroy the plant pot to reveal the Rare Bonus Book.
<input type="checkbox"/> #91	Scene 4: Dunfiddlin Cottage	Walk straight ahead from the start, up the steps and past the bed. Ahead of you is a wardrobe—the Rare Bonus Book is hidden within.
<input type="checkbox"/> #92	Scene 5: Dining Room	Walk forward from the start point to the long bench. Head to the far side, then follow it toward the windows, until you come across a large vase with the book inside.
<input type="checkbox"/> #93	Scene 6: Pantry	Walk left past Mr. Ribs and head toward the vine door leading to the Lower Corridors. To the left of this door, on the same wall, is a shelving unit with another Rare Bonus Book.
<input type="checkbox"/> #94	Scene 7: Relic Store	Head right from your starting position until you can go no farther, then turn left. Ahead of you there is a sarcophagus. Break open this sarcophagus for another hidden book.
<input type="checkbox"/> #95	Scene 8: Laundry	After Mr. Ribs has run through the skeleton key door, Cooper is standing next to a bank of six washing machines—one of which has a wicker basket on top. Break open this washing machine for a Rare Bonus Book!
<input type="checkbox"/> #96	Scene 9: Walled Garden	Walk to the far wall of the garden. Up against the far wall, you find a large bush with some plant pots on its immediate right. Shoot these; the book is inside one.
<input type="checkbox"/> #97	Scene 10: Cinema	Turn left from the start, to see the tall shelves where the Rare Bonus Book was on the previous visit. In between these shelves and the large speaker is a table with a small vase on it and the Rare Bonus Book inside.
<input type="checkbox"/> #98	Scene 11: Lower Corridors	To the right of the exit door is a medium blue vase with another Rare Bonus Book.
<input type="checkbox"/> #99	Scene 12: Grand Hallway	Directly ahead of Cooper is another small vase on a table. The Rare Bonus Book is inside.
<input type="checkbox"/> #100	Scene 13: Front Gate	Follow the path to the front gate, then look right. Ahead of you, opposite Mr. Ribs and the final prisoner, is a second doghouse with a dog bowl marked "Bobbeld," which contains the final Rare Bonus Book!



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